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Preface

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Any feedback from you guys is very much appreciated. I will try to cover everything that needs to be covered but I can't guarantee you that this will be perfect (just imagine one guy can do with such limited time and resources), especially for the game's wealth of sidequests. Since I love using screenshots to make the guide more effective, **SPOILERS MAY BE REVEALED INEVITABLY** so read with care. Screenshots featured in this guide is produced solely by the author and is protected by copyright.



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 - Cancel
- Open Menu (General)
 - Opens command/ menu (Combat)
 - Shows sub-menus (Menu)

Menu

Special Arts/Spells

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Items

Items can be sorted alphabetically or by the time acquired. There are sub-categories inside which are already self-explanatory.

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You can change your party's equipment here. Some of your characters share the same type of gears with another. There are certain characters that have unique equipment that will only be available to them. You can also press Triangle to automatically equip the best gear you have in your inventory for that character.

Skills

- Learn Skills - Use your SP points to learn new skills. Skill sets must be purchased from skill guilds to learn them.
- Item Creation - Specialties that help you to create new items or identify ?Items
- Specialty - Specialties that doesn't create new items but has other uses
- Super Specialty - When your characters have learned the required specialties, this option will be available. You can make better items using this option.



Status

Displays all information about your character, including their current equipment, resistances and talents. Note that some talents can be learned by using the Specialty corresponding to that talent (e.g. Taste = Cooking). You can also change your character's name here.

HP - Health (Current/Max)
MP - Magic Points (Current/Max)
LV - Character level
EXP - Total Experience
NEXT - Experience needed to level up

STR - Strength	ATK - Attack Power
CON - Constitution	DEF - Defense
DEX - Dexterity	HIT - Accuracy
AGL - Agility	AVD - Avoid/Evasion of Attacks
INT - Intelligence	MAG - Magic
LUC - Luck	
STM - Stamina	
GUTS - Higher value means higher chances of dealing critical hits or surviving a fatal attack with 1HP.	

Settings

Targeting Mode	- Sets targeting method (Auto or Semi-Auto) in combat
Window Color	- Changes window colors
Camera Position	- Set Camera angle in Combat
Control Config	- Edit button configurations
Equip Wizard	- Choose if you want the game to automatically equip your party members with the best gears in your inventory or do it manually.

Tactics

Strategy - Sets the general actions your characters will take when controlled by the AI. The set of strategies are a bit different for different groups of characters.

Fighters

Attack with all you've got!
Protect your friends!
Save your special arts!
Spread out and attack!
Stay Away from the enemies!
Don't do anything!

Healers/ Support

Focus on healing friends
Do what it takes to win
Save your spells
Don't use any spells
Attack with your weapon
Don't do anything

Offensive Spellcasters

Attack with all your MP
Save your spells
Spread out and attack
Don't use any spells
Attack with your weapon
Don't do anything

Replace	- Rearrange party members. Swap active members to reserve and vice versa
Formation	- Sets the formation of the party at the start of the battle. Remember to adjust your formation according to your party members; you don't want your spellcasters to be in the frontlines.
Leader	- The leader is the person

Save Data

Save	- This will only be available in the World Map or on Save Points. It is recommended to have 2-3 other saved files to have backups
Load	- Load a saved game
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Combat Basics

The game's battle system is active, which means you'll control one of the characters while your other team mates act on their own. And due to the nature of the battle system, things can get chaotic in just a few seconds. Here are some pointers you should consider.

1. Learn to switch characters. There are times that the character you control will be busy dealing with the enemies and one of your team mates are in the verge of dying. Switch to an available character, preferably a spellcaster

and use a recovery item or spell. You can also manually order your allies to use a spell or technique. This is very essential in surviving tough battles.

2. Attack from behind - Controlling your fighter and attacking from the enemy's back can give you higher chances of hitting the enemy and dealing high damage.
3. Learn to cancel your attacks and make quick decisions. For example, if you press the X button and your character starts to attack the target, you may cancel the charge by pressing the square button. This way, you can do another action like using an item or casting a spell, or even evading a flanking enemy.
4. Combat Skills - Learn combat skills, even if they're just LV4 or 5. They activate automatically and help immensely in battle.
5. Protect your spellcasters - You must protect them at all costs. They can use spells that can damage all enemies. Your healers can also keep your party healthy as long nobody is giving them a hard time to do so.
6. Know your targets - You should prioritize in taking down the enemy spellcasters or they'll give you a hard time by healing enemies or casting all-party spells. Your targeting system must be set to Semi-Auto to be able to select targets manually.
7. Gear up - Always upgrade your equipment, particularly your weapons and defensive gears.
8. Stock up - Always keep your stock of recovery supplies. Nothing is worse than discovering you're out of revival and healing items in a very important fight.

Private Actions

This is an optional event where your party members will split up in a town and you can talk to them. Depending on your responses, the relationship between that character and the hero may be affected. Relationship between your characters will have a major impact to the game's possible 80 endings. Aside from that, you may get the chance to recruit new characters, get new items, witness new events or even steal rare, unique items from your comrades. (Getting caught by an ally will have a negative effect on your relationship with them)

Skills

Skills play a great role in this game. They add more depth by allowing players to create items on their own. Also, aside from providing various stat bonuses, most skills open up new Specialties when leveled up. They must be purchased from skill guilds available throughout towns and cities. Make sure to buy new ones as you encounter them.

SKILLS	EFFECT/ DESCRIPTION	SPECIALTY
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Herbology	Raises Blueberry/Blackberry recovery effect by 3% per LV	Appraising, Compounding, Survival
Recipe	Boosts the effect of eating a favorite dish	Cooking
<i>Sense 1</i>		
Aesthetics	Pleasure in studying objects with beauty	Art, Crafting
Resilience	Raises CON by 2 per LV	Train, Survival
Keen Eye	Raises recovery effect of cooked dishes	Cooking
Courage	Help one to keep one's nerves, even in front of a crowd	Pickpocketing
<i>Technical 1</i>		
Sketching	Ability to replicate the image of an object in paper	Art
Knife	Raises STR by 10 per LV	Cooking
Whistling	Ability to put fingers in your mouth and blow hard to produce a piercing sound.	Familiar
Imitation	Ability to correctly grasp the details of an object and make	



	them your own.	Replication
<i>Combat 1</i>		
Guard Break	Randomly ignores an enemy's defense when attacking	-----
Power Burst	Randomly increases attack power	-----
Qigong	Randomly boosts defense	-----
Trance	Randomly increases spell damage	-----
<i>Knowledge 2</i>		
Music Knowledge	Raises AGL by 1 per LV	Music
Item Knowledge	Raises sell prices by 3% per LV	Appraising
Biology	Raises HP by LV-squared multiplied by 10	Compounding
<i>Sense 2</i>		
Determination	Lowers SP requirement for each other skill	Train
Danger Radar	Raises STM by 3 per LV	Scouting
Purity	Mind open to the whims of the Gods of Creation	Oracle
Poker Face	Raises GUTS by 3 per LV	Pickpocketing
<i>Technical 2</i>		
Eye for Detail	Raises AGL by 1 per LV	Customization, Crafting
Penmanship	Raises DEX by 1 per LV	Writing
Animal Training	Ability to train animals to do specific tasks	Familiar
Machinery	Knowledge of machines	Machinist
<i>Combat 2</i>		
Godspeed	Increases movement speed per LV; randomly teleports in front of the enemy	-----
Sidestep	Randomly evades enemy attacks	-----
Body Control	Reduces Daze Time	-----
Recast	Cuts waiting time between spells	-----
<i>Knowledge 3</i>		
Mental Science	Raises MP by 5 per LV	Compounding
Faeriology	Raises INT by 2 per LV	Alchemy
Piety	Raises a random ability value	Oracle
<i>Sense 3</i>		
Effort	Lowers EXP needed to level up	Train
ESP	Ability to receive messages from an otherworldly presence	Oracle
Aesthetic Design	Raises STR, INT, AGL and DEX by 6 per level	Customization
<i>Technical 3</i>		
Performance	Raises AGL by 1 per LV	Music
Smithing	Raises DEX by 2 per LV	Customization
Technology	Raises STR by 10 per LV	Alchemy
Operation	Ability to use machines properly	Machinist
<i>Combat 3</i>		
Feint	Randomly guarantees a hit; dazes enemies	-----
Counter	Triggers a counterattack when button is pressed when attacking	-----
Hasten Speech	Cuts casting time for spells	-----
Concentration	Randomly prevents incantation to be interrupted by enemy Attacks	-----



SPECIALTIES

Alchemy	Turns Iron into a different mineral. Higher levels will enable you to produce rarer metals
Appraising	Identifies an unknown item. Higher levels will enable you to identify any item
Art	Produces very useful recovery/support items, portraits and cards
Compounding	Produces medicines, tablets, potions and other concoctions
Cooking	Ability to cook various dishes, used to recover HP and MP
Crafting	Ability to create very useful accessories from various metals
Customization	Upgrade your weapon using various metals
Familiar	Ability to call a bird and do shopping for you. Very useful when exploring dungeons
Machinist	Produces various equipment that increases the success rate of other specialties and bombs
Music	Compose new songs from musical instruments or perform those songs
Oracle	Get in-game hints; no special use
Pickpocketing	Ability to steal from some civilians or party members during a private action (Thief's or Magician's Gloves required)
Replication	Reproduce an exact copy of an item (Magic Camera / Ririca required)
Scouting	Ability to increase or decrease chances of enemy encounters
Survival formations	Search an area for useful items. Costs 4MP per attempt. Easily done in forests and rock formations
Train	Lower some stats to increase experience gained
Writing	Ability to write books about some mastered or high leveled skills; can be used on other allies to increase a level of the skill

TALENTS

Each character are efficient in some fields which will affect the success rate of the specialties you want them to learn. For example, a character that doesn't have the Taste talent won't have be that successful when cooking. Fortunately, you can have them unlock secret talents by letting them create items through Specialties that they're not really that efficient with. For example, if you keep somebody without the Taste talent cook dishes over and over again, he/she will eventually unlock that talent. Or have someone craft accessories to unlock Nimble Fingers talent which not only increases success rate in Crafting but also in Pickpocketing.

To make it easier, I suggest doing this while playing a background music using the *Orchestra* super specialty or the *Goddess' Arrival* song through Music. These songs dramatically increase the success rate of creating items while the music is playing. There are also restrictions. There are certain characters that won't unlock certain talents no matter how you attempt it. Unlocking a secret talent provides that character with 100SP.

SUPPORT EQUIPMENT

There are items that increase your success rate by just having them in your inventory. Some of these can be purchased but most of these can be produced by creating them using the Machinery skill.

EQUIPMENT	SPECIALTY
Element Analyzer	Appraising
Graphic Tool	Art
Keen Kitchen Knife	Cooking, Master Chef
Lezard Flask	Alchemy
Magical Rasp	Customization, Blacksmith
Music Editor	Music
Ririca	Replication
Soldering Iron	Crafting
Sterile Glove	Compounding
Survival Kit	Survival
Triangle Flask	Alchemy
Word Processor	Writing, Publication



SUPER SPECIALTIES

You can unlock Super Specialties if four or more of your characters have the same Specialties and have high levels for it. Using these provides you with better items and other major benefits.

SUPER SPEC	SPECIALTIES	EFFECT
Blacksmith	Costumization, Alchemy	Forge armors, greaves, shields etc
Contraband	Pickpocketing, Replication	Produce illegal but very useful items.
Enlightenment	Train, Survival	Increases SP gained after leveling up
Group Appraising	Appraising, Crafting	Increase / Decrease shop price
Master Chef	Cooking, Compounding	Cook more complicated and better dishes
Orchestra	Music, Art	Increases success rate of any specialty while the music is playing
Publication	Writing, Machinist	Write books to increase character relationships





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Sidestep	Randomly evades enemy attacks	-----
Body Control	Reduces Daze Time	-----
Recast	Cuts waiting time between spells	-----
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Ririca	Replication
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Triangle Flask	Alchemy
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Blacksmith	Costumization, Alchemy	Forge armors, greaves, shields etc
Contraband	Pickpocketing, Replication	Produce illegal but very useful items.
Enlightenment	Train, Survival	Increases SP gained after leveling up
Group Appraising	Appraising, Crafting	Increase / Decrease shop price
Master Chef	Cooking, Compounding	Cook more complicated and better dishes
Orchestra	Music, Art	Increases success rate of any specialty while the music is playing
Publication	Writing, Machinist	Write books to increase character relationships



As you start the game, you'll be given the chance to choose between two main characters: Claude and Rena. At least one recruitable character is directly attached to them, which means you can only acquire them while playing as a specific hero. Also, though the main story won't change, there will be several different branches or events along the game that will happen only while playing as either of them. This walkthrough will cover the game while playing as Claude. I am planning to release a separate walkthrough while playing as Rena so just wait for that.

The items you can acquire will be color coded like I always did before: **Green** is for consumables, **Blue** is for equipment and **Red** is for special or story related items, skills, etc.

CLAUDE - Walkthrough

Just watch the scenes; you'll obtain the **Phase Gun**. Once you reach the large door, you'll be given a chance to control Claude briefly. Before you do anything else, I suggest checking out Claude's **Talents**. Do this by pressing the Triangle button to pull out the menu. Select "Status" then press the down button twice to see Claude's Talents. The talent we are looking for is **NIMBLE FINGERS**. Having this talent will greatly increase your chances of success in pickpocketing. If you have previously played the game, you'll definitely agree that pickpocketing plays a major role in acquiring extremely rare items that you can't find anywhere else.



Talents are assigned randomly as you start the game so it is better to reset the game and start anew until you get this talent. This talent can be learned by practicing creating items using a certain specialty but it is better to have it by default than by spending time attempting to unlock/learn it. It is also better to have the chance to pickpocket as early in the game as possible. This is just a sidenote; the decision will be entirely up to you.

Simply examine the pedestal to proceed with the story. After getting transported to a new planet, you'll be thrown immediately into a battle. Simply use your Phase Gun to defeat the enemy easily.



Follow the girl by going to the lower left. Approach her to continue with the story.

+++ Arlia +++

You'll have the chance to check out the town. First cross the small walkway over the stream, then enter the newlywed's house to the left. Head to the second floor and grab the items from the chest. (**Blueberries**, **Rosehip**) Exit the house and continue to the right. There will be 3 more chests for you to loot. (**Leather Armor**, 200F, **Resurrection Elixir**). Enter the house to the upper left to get **Strawberry Jam** from the chest.





After collecting the items, enter Rena's house to the lower left for more scenes. Rena will give you a tour around town so just enter the houses and establishments as well as talking to the people in the town. Return to Rena's house afterwards to continue with the story. You'll find yourself in the second floor of the house after dinner. Once in control, just stay put a bit until Westa (Rena's mom) checks you out. There is a chest in Rena's room but you can't open it for now. The story will continue until you spend your night on the Mayor's house.

The next day, head downstairs to speak with the mayor. You'll obtain a [Longsword](#) as well. Exit the house and enter Rena's house. Head to the second floor and grab the [Blackberry](#) from the chest in Rena's room. You can talk to Rena in the Sacred Forest if you wish before exiting the town. Your next destination is Salva, a mining town just across Arlia. I suggest building your levels up to LV7 at least while you still have the Phase Gun. It will be unusable after the events in Salva. Enter Salva to proceed with the story.

+++ Salva +++

Talk to the people to learn more about Allen and some bizaare stone that was found in the mines. Enter the shop to the middle right and grab the [Hefty Ring](#) from the chest. If you spent some time grinding, then you should have a considerable amount of fol. Purchase a Leather Helmet and Leather Greaves for Claude. Enter the mansion and head to the second floor. Enter the room to the left to get [Portrait B](#). As you exit the mansion, Claude will mention to return to Arlia. Make a quick trip back there.

+++ Arlia +++

Watch the scenes that will trigger upon your arrival. Once done, head back to Salva.



++ Salva +++

Approach the mayor's home and examine the door for a short scene. At this point, your Phase Gun art will be removed so make sure to equip another one if Claude has learned it. Inside the mansion, head to the room to the right on the first floor. Examine the pedestal in the upper right corner of the room when you have the chance and take the newly opened secret entrance to Salva Mines.

+++ Salva Mines +++

Approach the carpenter for a short conversation. Use the savepoint and enter the mines to the north. Grab the **Rose Hip** and the **Blackberry** from the chests along the fork in the path. From that split, take the lower left path to the next screen. Continue to the left to get **Silver** and **Blueberries**. Return to the main split and continue up north. Grab the **Iron** along the way.

In the next area, grab the items from the chests. (Blueberries, Gold, Spectacles) Use the savepoint nearby but don't enter the room yet. From the savepoint, head down then left to reach the next screen. Grab the Gold from the chest. The game won't allow you to proceed further left so return to the save point and prepare for a boss battle.



Watch the scene and you'll be thrown into your first, real boss battle.

BOSS: Allen

Reward: 75E, 500G

If you have followed my advice earlier and took the opportunity to win easy battles while you have the Phase Gun, then your level should be high enough to defeat this boss in a few hits. Otherwise, immediately switch your control to Rena and take care of the healing. Make sure to keep the battle away from Rena as much as possible. You may use long-range attacks at the start of the battle as well.



After the battle, watch several scenes.



Rena and Claude will start their journey and you'll start in the world map. Save first before everything else. You can now perform **Private Actions**. As a gist, this is an optional event where your party members will split up in a town and you can talk to them to increase your relationship with them. Relationship between your characters will have a major impact to the game's possible 80 endings. Aside from that, you may get the chance to recruit new characters, get new items, witness new events or even steal rare, unique items from your comrades. (Getting caught by an ally will have a negative effect on your relationship with them) You can do your first Private Action as soon as you get Rena. Head to her room to trigger a brief conversation with her. You can do the same thing in Salva.

Just follow the road until you reach Krosse City.

TIP [EASY LEVEL UP]: If you want to easily gain levels at this point of the game, don't enter Krosse yet. Take the road to the left and follow it until you see a mountain path at the end of the road. Save your game and enter the Largus Mountains. The enemies here are too powerful for you to beat but you're specifically seeking battle to only one type of enemy: The Black Balloons.



The Black Balloons only absorb your MP so you can easily defeat them with ordinary attacks. Furthermore, getting ambushed by these guys will usually reward you with multiple level ups since they ambush you in groups of 6 or more. Keep battling them until your level is high enough to endure normal enemy attacks. Remember to keep fighting only near the entrance so you can save immediately after defeating a group of Black Balloons. Don't mind getting killed and reloading your game since this is an easy (and lazy way) of boosting your party levels early on. You can train over level 20 if you want.

++ Krosse City ++

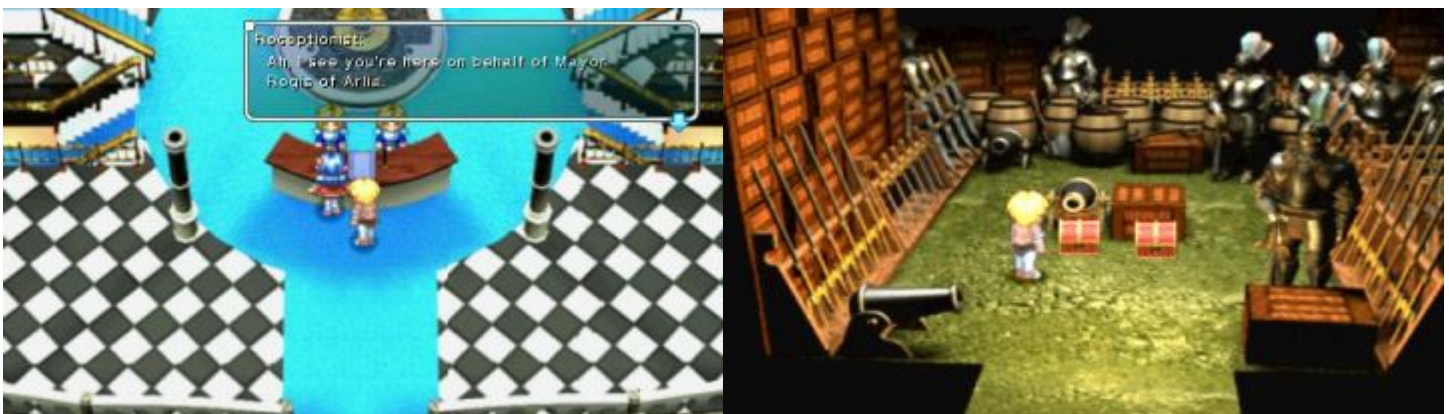


You'll arrive at night. Head to the Inn in the upper right of the town square. You'll be shown to your rooms. Claude and Rena will have a short conversation before going to sleep. The next day, its time to explore the whole city. The first thing you should check should be the weapon shop and the skill guild to the left of the inn.

Upgrade your equipment if you have enough cash to spare. Just don't grab an extra Leather Helmet or a Wooden Shield since you'll get those free from the castle. Enter the Skill Guild next to the weapon shop. Here you can purchase skill sets. I strongly suggest not learning any skill at the moment; wait until you get the skill *Determination*. It lowers the SP requirement of the other skills, saving your precious SP. Once done shopping, head to the castle by heading north of the town square.



Talk to the receptionist to the left. You'll be given the chance to look around the castle for a bit. Take the stairs to the left then go up along the hallway then go to the left again. Take the staircase to the third floor and enter the prince's room to get 500F. Talk to any NPC you encounter along the way if you wish. Now return to the main hall then take either of the stairs down. Once there, go north to enter the Armory. Grab the [Wooden Shield](#) and [Leather Helmet](#) from the chests. Return to the main hall again then this time go upstairs north.



Talk to the guards for them to let you pass. Continue to the Throne Room for an audience with the King. Ask the king all questions available. The King will provide you with a [Travel Permit](#) and 600F. You'll learn that your next destination is Kurik. Leave the castle and make your way to town square. There will be a scene.



- Recruiting Celine -

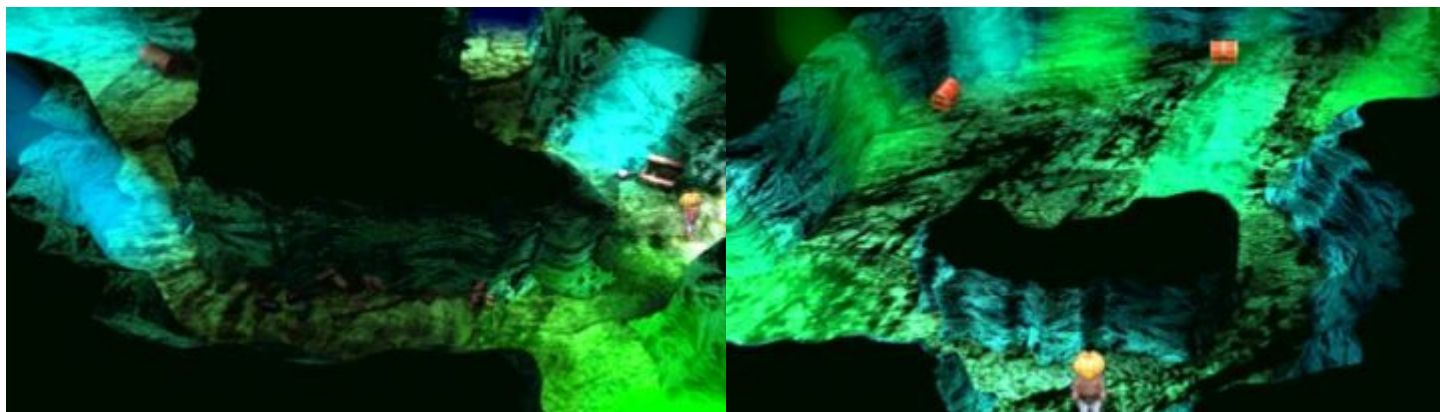
You'll meet a beautiful spellcaster and she'll ask you to help her check out a certain cave for an ancient treasure. If you accepted her request, she'll join your party for the meantime. You'll also obtain a **Treasure Map**. You'll need to make the final decision to keep her or not after clearing the Krosse Cave.

Whether you accept Celine's request or not, you'll need to leave the city. Do a private action first, then head north to the castle. You'll meet a three-eyed man along the way. This is a requirement to recruit another character in the future. You can also check out the new Private Actions available in Salva and Arlia but I'll leave decision to you. For the meantime, as part of Celine's request, head to the Krosse Cave. From Krosse City, head east (press start to make your map smaller) until you reach cave.



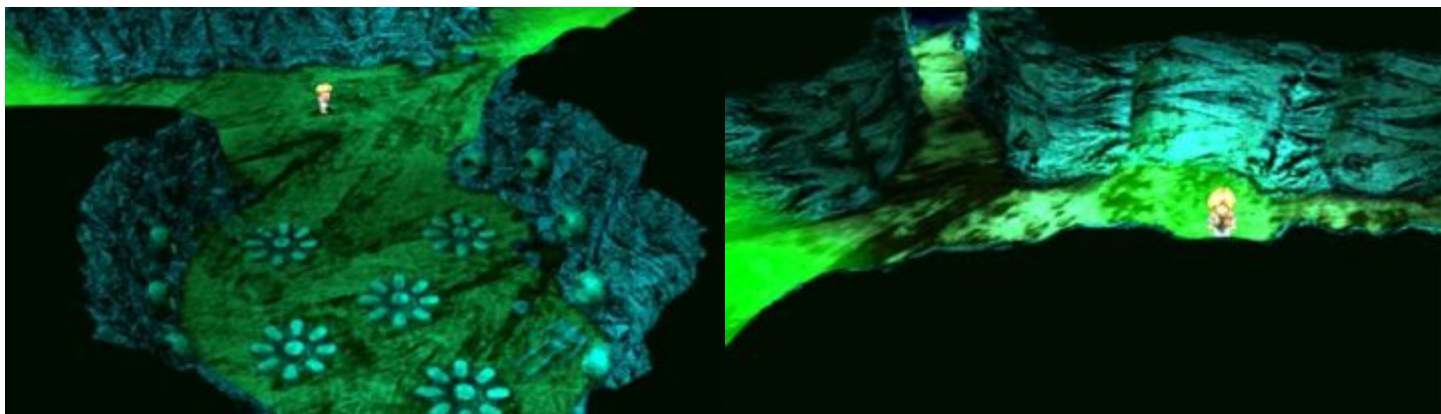
+++ Krosse Cave +++

From the entrance, head left. Grab the **Blubberies** from the chest. Return to the split then go to the upper right. In the next room, go to your immediate right to find two chests. (**Blackberries**, **Iron**). Return to the previous room then go to the left this time. Continue to the left again to reach two more chests. (**Artemis Leaf**, **Sweet Syrup**) Return to the previous screen and take the upper left path to find a lone chest containing an **Antidote**. From there, head north to the next screen.



Grab the **Lavender** and **?Mineral** from the chests. From there, take the path left. Continue left again to reach a large room with a chest. (**Lavender**) Continue up to the next screen then take another left to reach a deadend with two chests. (**Sweet Syrup**, **Stink Gel**) Return to the split then go to the right this time.

You should end up in a large area with floral-shaped stones. Go down then left to find a chest with **?Item**. Continue to the lower left. You should be in an area with red moss/grass. Continue down to the next screen. In this room, grab the **Antidote** and **Blackberries**. Ignore the two chests in the lower left for the meantime. Backtrack to the last split (about two screens past from your current position). Take the hidden path down, just a bit to the right. Follow the dark path and it will lead you to three chests containing **Resurrection Mist**, **600F** and **Feather Pen**. Backtrack to the split and take the right path this time. Continue again to the right to find two more chests in the deadend. Grab **The Scream** and **Magic Canvas**.



Go back to the split, then go up to return to the room with flower-shaped stones. Take the path to the upper right to reach the next room. Continue to the right for a short scene. Save your game and enter the next room. There will be chests inside so open them up from left to right. (Ancient Text, 700F, Green Beryl and Walls of the Soul) The chest to the upper right is empty which will trigger a boss fight afterwards.



BOSS: Gargoyle x2

Reward: 333E, 1700G, Sacrificial Doll x2

These guys really hit hard and easily eliminate your characters if you're not careful. Use Celine's Laserbeams spell to deal extra damage to both of them since they're weak vs light based attacks. If Rena learned how to use Laserbeams as well, try to cast them in between; this is when quick character switching plays a great role in minimizing the damage dealt to your team, as well as continuously dealing damage to the enemies. Heal with items and spells as needed. Once one of them is down, the other should go down with no problem.

Backtrack to the exit. Before leaving the cave, you'll have to decide whether Celine joins your party permanently or not. For starters, I suggest keep her. For previous players, it's up to you. Your next destination is Kurik, which is just north of Krosse Cave.



TIP [SPRITE'S BRACELET (MISCHIEF)]: It is probably one of the best kept secrets in the game and previous players of the game's Playstation version should know about this; getting the "*Mischief*" or what is known in the game as "*Spite's Bracelet*". This is a very, very rare accessory that can only be STOLEN only from a girl named Filia, just before the pending incident in Kurik. As long as it's equipped, it will give you random items while walking. The process of getting this item is somewhat tedious but very rewarding so if you're a new player and you want to make your life easier, I suggest doing the steps I'll be discussing here. If you're not interested, then simply skip this part of the walkthrough and scroll down directly to Kurik.

First requirement is the one I've discussed in the first part of the guide. Your main character should have the **Nimble Fingers** talent. Having this talent will increase your chances of successful pickpocketing. You can still pickpocket without this talent but it will be really, really difficult. It is very important to have your main hero to possess this talent since most of the best items in the game can be stolen only during Private Action.



Next, we need to buy the required skills. If you followed my suggestion to save your SP earlier then you'll have an easy time maxing the required skills to raise your Pickpocketing specialty to the highest level possible. To unlock the Pickpocketing specialty, you'll need to learn two skills: **Poker Face** and **Courage**. To buy these skills, you'll need to reach the port town of Harley, just past the town of Marze. It is located in the middle eastern side of the continent.



Head to the town's upper level and find the Skill Guild to the right side. Buy Sense 2 skill set for 1600F because it contains Determination and Poker Face. If you have purchased all the available skill sets from the previous towns, then you should have Courage by now. Now max Determination up to lower all the other skills' SP cost. Then, as Claude, increase the two skills I have mentioned. If ever you're short on SP, you'll have no choice but to level-grind by fighting monsters. The Forest of Symbols in Marze or the Mountain Palace are good choices early on. The Largus Mountains west of Krosse is also a good alternative, as I've discussed earlier.

Next, you'll need to buy a **Thief's Glove** to start pickpocketing. However, since it's worth 40,000 fol, you'll need to do another trick: leveling up the **Purity** skill. This skill simply adds a certain amount of fol to your pocket, based on its level. It is easier than grinding battles. Have your other characters increase this skill to easily earn the required amount. Once you have enough cash, buy the Thief's Glove from the Antique Shop just beside the weapons shop. Alternatively, if you can't get your skill levels high enough because you're terribly short on SP, spend your money getting better equipment and fight some battles.



Also, while you're in Harley, head to the northernmost part of town to find Zandor's Mansion. Go upstairs to the right to get a free [Ring Mail](#) and [Sinclair](#) from the chests in one of the rooms there. Now go downstairs to the right to grab 1200F and [Leather Boots](#). You can also get the [Ring of Sadness](#) from the house across the inn.



Alright, once you have the Thief's Glove and a high Pickpocketing level, then you should be ready. Head to Kurik and perform a Private Action BEFORE entering the town. Make sure to save first so you can reload the game in case your attempts to steal the item are unsuccessful. Head to the townsquare and watch a short scene with Filia. Once done, approach her and attempt to steal the Sprite's Bracelet. This is quite easy if you followed the suggestions above. Once you successfully acquired it, you may also attempt to steal from Rena and Celine (if you have her), or from anybody else. Well at least in this game... stealing is pretty much legal and fun.



+++ Kurik +++

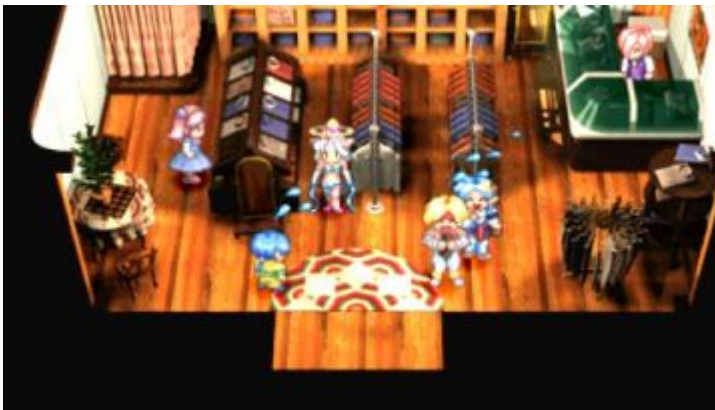
As soon as you enter the town, enter the house to the south to get [Lyre](#) from the chest. Continue to the town square and enter the restaurant, just to the left of the alley. Grab the [seafood](#), [grains](#) and [vegetables](#) from the chests on the 1st floor. Head to the docks and speak with the captain.



As suggested by the captain, you'll need to look around town for a bit. Head back to the town square and watch the scene. Head to the docks and talk to the kids. Head back to the town's entrance afterwards. You'll find the blue-haired kid standing by the warehouse. Approach him to continue with the story.



The kid will agree to act as your personal tour guide. Head back to the town square and enter the apparel shop to the north of the fountain. Go along with the scenes and head back to the docks afterwards. Speak to the kids to get rid of Ketil then talk to the captain again. Return to the town square for more scenes. Watch the following FMV. Talk to the captain again afterwards to get your Permit back. You can pretty much steal from most of the people here. After doing that, go downstairs to exit to the world map. Your next destination is Marze Village.



+++ Marze +++



Save first before entering the town. Once you enter, don't do anything yet. Head to the right side of the town and pickpocket the **Goodie Box** from the old man standing by the barrels near the inn. Exit Marze and save your game. The Goodie box will randomly give you three items, including very strong equipment at this point of the game. You'll just need to do the popular save-load technique until you get what you want. Once done, enter the village to proceed with the story.

Enter the house near the entrance for some scenes. You'll meet Dias for the first time. Your party will join the meeting. Learn about the town's current dilemma. Rena will temporarily leave the party. Once in control, head back to the house where you came from (where the meeting was held) then enter the back room. You'll find three chests there ([Silence Card](#), [Sour Syrup](#) and [Purple Amulet](#)). Exit the house and enter Celine's home in the northeastern side of town. Enter Celine's room on the second floor to find a chest containing [Silk Robe](#). Once done with the treasure hunting, head back to the meeting hall and speak to the elder. Agree to rest to proceed with the story.



The next day, you'll receive [Mud Shoes](#). You'll need to equip this in order to get past the swampy parts of the forest. Since you don't have Rena in your party, make sure to stock up with healing items.

+++ Forest of Symbols +++

Save first. Grab the [?Herb](#) to the left. Head to the right. Bandits will intercept you immediately. Be warned that these enemies are pretty dangerous so if you struggled defeating them in battle, consider making a return trip to the savepoint and save your progress. Continue along the path and you'll encounter another group of bandits. To cross the swampy part of the forest, it doesn't necessarily mean your main character needs to wear the boots. Have your partner wear it instead, if you want. After crossing the first muddy part of the forest, go up to find a lone chest. ([Amber Robe](#)) Return to the main path then continue to the left then up to the next screen.



In the next screen, grab the [Smelling Salts](#) from the chest to the left. Go to the right then up to the next area. Grab the [Illusion Doll](#) to the right. Go up, then right to reach the save point. Save your game, but don't go to the right yet. A bit to the left of the savepoint is a hidden path. Go down to find a hidden chest containing a [Flame Sword](#). It's the best sword you can get at this point if you didn't have the patience twiddling with the Goodie Box as mentioned earlier. Return to the savepoint, save your game and follow the path to the right then up.

In the next area, head to the right to get a [Mandrake](#) from the chest. Continue to the right to trigger a scene and a boss fight.





BOSS: Snow Ogre

Reward: 500E, 1000Y, Talisman

This boss is pretty much a physical attacker so unless you have a pretty strong weapon or pretty high level, then I suggest keep your distance by running around and have Celine concentrate her Energy Arrow attacks on it. This boss is also weak to fire, which can be exploited by using the Flame Sword. Just always keep your HP up by using Blueberries, as well as keeping the battle away from the Celine.

Watch the following scenes. You'll return to the village afterwards.

+++ Marze +++

Watch more scenes. Once Rena joins the party, attempt to leave the town for Celine to stop you. Watch more scenes. The next day is your time to leave. You'll learn that your next destination is Lacquer. For the meantime, you'll have the chance to recruit another character at this point of the game. You may want to do a PA after saving to steal from everybody in the village in case you haven't done so yet.

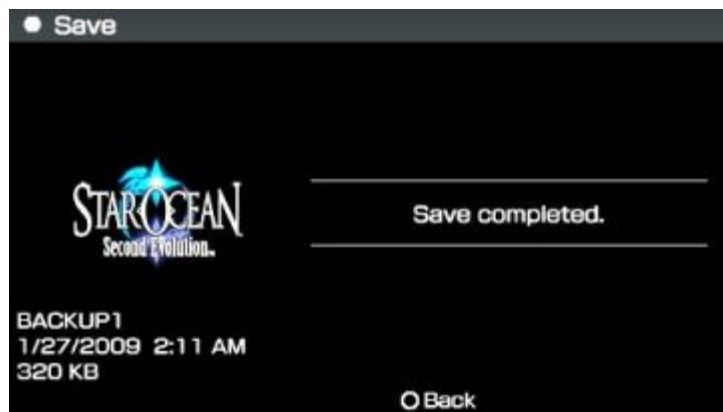


NOTE: This is one of the "branches" in the game where you need to make a decision on which character will you take. Ashton Anchors is a swordsman wielding dual-blades. He is a really magnificent fighter and you'll probably keep him in your active combat party most of the time. If you choose to recruit him, then you won't have the chance to recruit two characters. That's right, two. Opera is a long-range attacker, wielding a gun while her boyfriend, Ernest wields a whip as a weapon. For new players of the game, I suggest getting Opera first since you won't be able to recruit Ernest without Opera in your party. You can steal Battle Suits from Ernest from two different locations. Until you reach the later part of the game, the Battle Suit is the strongest armor you can get. As a first requirement, as I've mentioned while you're still in Krosse, you'll need to meet the three-eyed man on your way to the castle.

Again, I leave the decision to you. If you want to recruit Ashton, follow the short quest below. Otherwise, head directly to Harley.



TIP: If you're planning to start a new game just to try out the other character you won't be getting, I suggest saving a separate file at this point. It's better than starting the whole game all over again, unless you missed some very important stuff (like stealing the Sprite's Bracelet or learning the pickpocketing skill early on). To avoid confusion, simply change the name of your main character to something different, like BACKUP1. Since the gamesave will display the name of your main character's name, this will make it easier for you to distinguish your active gamesaves from the backup.



- Recruiting Ashton -

(Condition: Will not be able to recruit Opera and Ernest; If you want to recruit Opera and Ernest, skip this)

Head to Harley first. Talk to the old man near the entrance. Once he mentions something about the twin-headed dragons in Salva, your quest to recruit Ashton will start. (Don't talk to him if you're planning to get Opera!) Make a long trip back to Salva. Before you do that, I suggest getting the best equipment you can afford at this point.



[Salva]

Enter the mines through the entrance beside the Mayor's mansion. Once inside the mine, head to the right, up and left till you reach the savepoint just outside the altar. From there go down then exit to the next area to the right. Remember the path where you can't go earlier? You can now access it. There will be new enemies inside the mines as well.

Once you get past the warning marker, go up from that split to get a **Maple Syrup**. Take the lower left path next. In the next area, grab the **Brigandine** to the upper left. Take the exit to the middle left. Continue heading to the left to spot a swordsman running about. Take the path north first to get **Iron** and **Aquaberries**. Continue to the left to grab the **Golden Earring**. Continue heading down until you reach the next screen. Grab the **Cinderella Glass** along the way and continue heading down. Use the save point and head to the right. Watch the following scenes. You'll have the option to Take Responsibility or not. Choose the 1st option to let him join your party permanently. Once you have him in your party, head to the right and grab the **Star Ruby** and **Diamond**. Now save your game and exit the mines.



There are a couple of sidequests that involves Ashton's quest to exorcise the dragons. You have the option to do it or not but since you've already gone so much trouble already, I suggest doing those as well. The details will be discussed below.

(Exorcising Ashton's dragons) The first step to exorcise Ashton's dragons is to do some research. You'll need to walk all the way back to Marze and go to the Elder's house. You may also consider stopping by at Krosse and buying "Venomous Stingers" for Ashton.

[Marze]

Head to the back room of the Elder's house and examine the bookshelf. Choose "**On Exorcism**" to proceed with the story. Next destination is the Mountain Palace. To find it, enlarge your map and look at the NW side of the continent. The red dot near the edge is Kurik. Beneath that is the mountain palace. Head west first until you reach the large signpost. Follow the road north, until you reach a wooden bridge. Take the road leading to the west until the weather changes. You should find an opening once you reach the top. Save your game first.



[Mountain Palace]

The sentry guarding the entrance won't let you in without the King's permission. Grab the two items (**Lunar Charm** and **Crystal**) from the chests nearby then make a long trip again back to Krosse.

[Krosse]

You don't need to talk to the receptionist anymore; simply talk to the guards for them to let you pass. Head to the throne room and watch some scenes. You'll get the permission, as well as 3000F. Return immediately to the Mountain Palace.

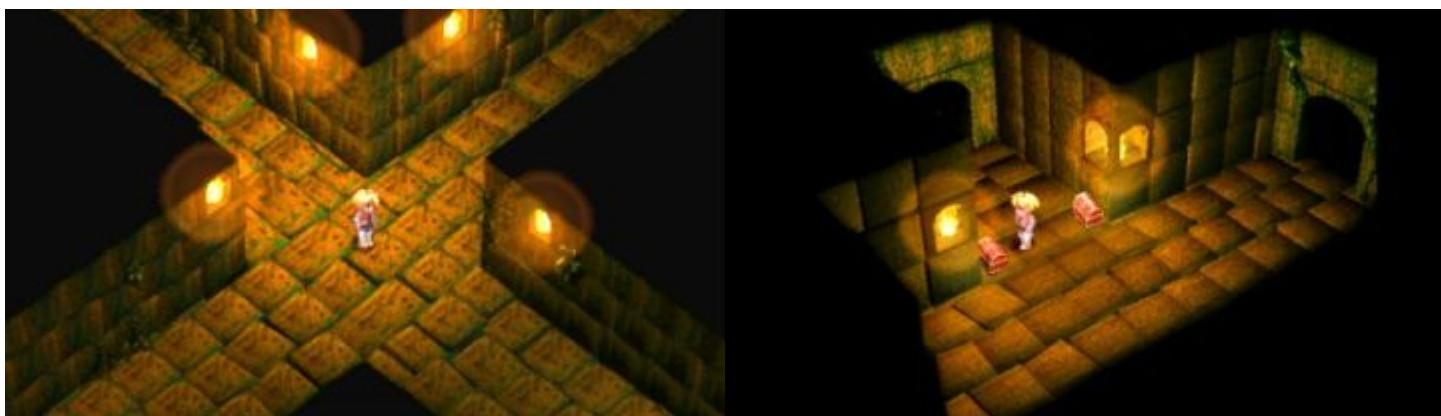


[Mountain Palace]

Once you're inside, go up first then go right. Continue to the right again, then take the upper right path. Follow the path, down the stairs, to reach another split path. Continue heading to the upper right, then through a long corridor, then another set of stairs again. You should find a large door and a path going down. Take the path down, through the V-shaped corridor to reach a large room with two chests. Grab the **Emerald Ring** and **Faerie Statuette**. The Emerald Ring is definitely a must-have for your spellcasters since it lowers MP cost by 2/3. Your spellcasters needs to wear this until they get the Fairy Ring. Backtrack to the split after the long corridor and take the northwest path this time.



Save your game then continue to the next screen. Go to the right, then enter the first door to loot the chests inside. (?Mineral, [Amber Robe](#) and [Crested Rod](#)). Exit the room and follow the only path to find another room with three chests. ([Wolfsbane](#), [Faerie Cologne](#) and [Damascus](#)) Make your way back to the save point. Save your game and go down to exit the room. Go upstairs to the lower left. Follow the path until you reach a split. Take that middle left path, then follow the corridors until you reach four-way split.



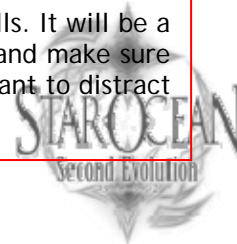
Take the northwest path, continue through the corridor. Enter the first door that' you'll come across and follow it to get a [?Herb](#) at the end of the path. Return to the main path, then continue to the north. Follow the path again until you reach another door. Enter it and follow the path until you find two chests. ([Resurrection Elixir](#), [?Jewelry](#)). Continue to the door to the upper left and follow the path until you reach a large room with two more chests. ([Stone Cure](#) and [Sweet Syrup](#)) Head to downstairs to the right. Continue following it until you reach a savepoint. Save your game then enter the room. Don't touch the goblet in the middle; grab the two items ([Cestus](#) and [?Mineral](#)) first if you want then save.



BOSS: Nightmare

Reward: 1000EXP, 2200F, Ring of Healing

This boss has really damaging physical attacks so make sure you have Rena ready with her recovery spells. It will be a lot better if Rena learned Cure Light or Cure All already. Keep the battle away from your spellcasters and make sure to keep your fighters' HP up. Nightmare tends to levitate often, making it harder to hit her. You may want to distract her with your own offensive spells so you can easily sandwich her between two fighters.



Obtain the **Silver Chalice** after the battle. Exit the Mountain Palace and this time, head to the Lasgus Mountains next. If you have followed the easy leveling tips I provided early on, then you should know this place already. If not, walk all the way back to Krosse and follow the road west. You should find a mountain path.



[Lasgus Mountains]

Your party's average level before facing the upcoming boss should be around 23-26. The enemies here offer good training for you and your party so if they seem to give you too much trouble, stay near the entrance and train there instead (so you can easily save as often as you need) The path is pretty straightforward so just fight your way to the top. Before you start the battle with this boss, choose a formation where your characters are evenly spread out.



BOSS: Zinae

Reward: 2075E, 3200F, Lunar Charm

This boss' "dash" attack damages all characters in a straight line. Do not attempt this battle without Rena's Cure All. If you have Celine, then have her spam Energy Arrow and for Claude, use Helmetbreak as often as needed. In case you need to heal your allies and Rena is still "cooling down" after casting a spell, don't hesitate to use an item. Control Rena if necessary and take care of the healing.

Obtain the **King's Tears** after the battle. Alright, head to the Salva Mines, on the same spot where you first found Ashton and the dragons. After this event, Ashton will be a permanent member of your party. You can do some private actions in Arlia and Salva, as well as go on as a bandit-of-the-day, stealing from all the people that you come across. Once done, make your way back to Harley, the port town just past Marze.



+++ Harley +++

If you still haven't done so earlier, head to the northernmost part of town to find Zandor's Mansion. Go upstairs to the right to get a free [Ring Mail](#) and [Sinclair](#) from the chests in one of the rooms there. Now go downstairs to the right to grab 1200F and [Leather Boots](#). You can also get the [Ring of Sadness](#) from the house across the inn. You can upgrade your equipment at this point if ever you haven't visited this town earlier. Make sure to grab all the skills you can learn as well. After doing your stuff here, talk to the Sailor by the port and pay 90F to get to Lacuer.



+++ Hilton +++

There isn't any interesting here to do but to pickpocket hapless people to satisfy your greed for a variety of free items. You may check out the shops if you wish, but other than that, staying here won't be worth your while at this point. Make sure to buy the skills that you still haven't learned yet at this point. Exit the town and make your way to Lacuer. Simply follow the road then once you reach a split, take the road to your right. Continue following it until you see a castle by the hill.

+++ Lacuer +++

Enter the kingdom. You can do limited stuff here, specially shopping since most of the shops are closed due to the tournament. Make sure to the steal from everybody since not all of them are present after the tournament. Once ready, head to the castle by going north. Talk to the first receptionist to attempt to set an audience with the king. Under the circumstances, you may need to join the Armory Contest in order to get an immediate audience. Talk to the second receptionist and agree to join the tournament. You need to return to the town to get a shop to sponsor you. During the tournament, you won't be using your original equipment but the ones provided to you by your sponsor. You can check out the castle if you want. There is only one chest available on the second floor and it contains a [Star Ruby](#). Exit the castle for a scene.

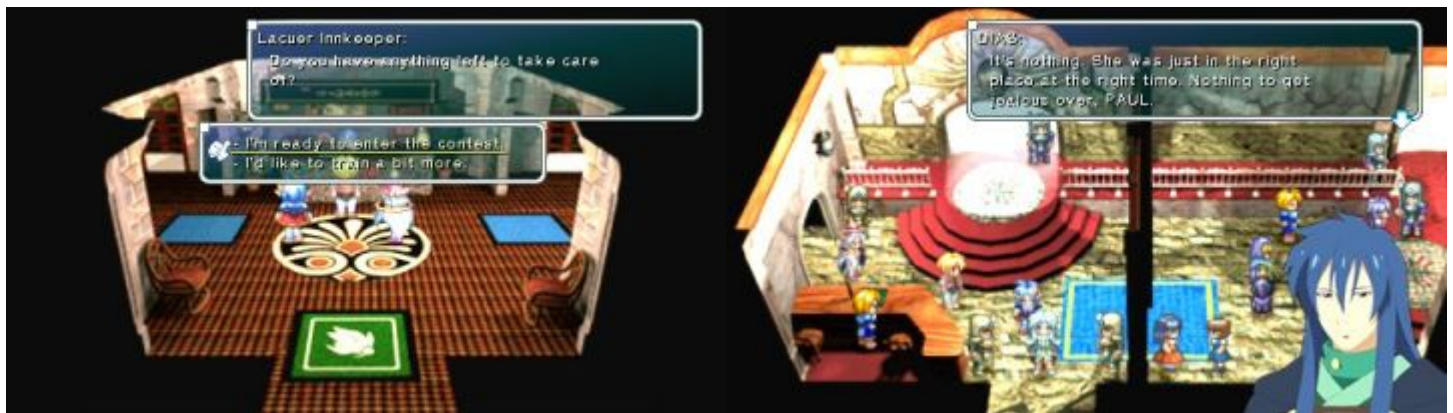


The weapon shops are located in the eastern side of the kingdom. There are four shops you can choose from. Here are the equipment and items they offer.



Shop	Weapon	Armor	Shield	Helmet	Greaves	Items
The Counterpunch	Sinclair Saber	Brigandine	Buckler	Plate Helm	Silver Greaves	Sweet Syrup x2, Mixed Syrup, Blackberry
The Knockout	Farcutter	Leather Armor	Wooden Shield	Leather Helm	Leather Greaves	Sweet Syrup x2, Mixed Syrup, Blackberry
The Savage Slayer	Waloon Sword	Ringed Mail	Round Shield	Iron Helm	Iron Greaves	Fruit Syrup, Fresh Syrup, Attack Vial, Violence Pill
The Straight Jab	Gusguine	Banded Mail	Knight's Shield	Banded Helm	Plate Greaves	Sweet Syrup x2, Mixed Syrup, Blackberry

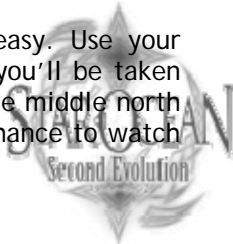
The Counterpunch offers the best defense while the Knockout has the best offense, in exchange for really crappy defensive gear. The Savage Slayer offers a more versatile selection while the Straight Jab... well, there's nothing special about it. You'll get to keep the equipment your sponsor provided you after the tourney so unless you already have a powerful sword to use on your adventures, choose the Knockout since the Farcutter will definitely help you in the long run until you get a considerable upgrade. You'll also obtain an **Armory Contest Badge** after signing up for a sponsor. Head back to the town square for a short conversation with your party. If you want, you can fight a few battles outside to earn a few levels and learn a few combat skills. To speed up Claude's growth, you may remove your other allies in the current combat party and have him fight the battles alone. Also, you might want to increase your *Resilience*, *Determination* and *Effort* skills to learn the specialty *Train*. This will allow you to earn more experience by lowering your stats, which you can freely toggle if you're level grinding or not. Don't forget to save your game as well. Explore the town if you wish then if you're ready, head to the inn and rest. Remember that once the tourney begins, you're not allowed to venture out of the kingdom until it's over.



The next day is the big day. There are a lot of people here so make sure to pickpocket as much as you can. Head to the arena by going to the castle, then go left on the first floor. Go upstairs then follow the hallway. Once you register at the counter the tournament will start and your equipment will be replaced by ones your sponsor provides you. Watch the following scene. Head to the waiting room to the left. Talk to some guys until a guard arrives and declares the start of the tourney. You'll be given the chance to check your equipment, arts and skills. Once done, your first match will begin.



The enemies here will be pushovers, especially if you trained earlier. The first enemy should be easy. Use your Helmetbreaker to attack them from long distances and deal critical damage as well. After the battle, you'll be taken back to the waiting room. Exit the room and exit to the upper right to enter the arena. Find Celine in the middle north spectator's section. Talk to her to start a short conversation. Rena will arrive soon and you'll get the chance to watch Dias in battle. A guard will arrive to fetch you and you'll be ready for your next battle.



The next enemy is a bit difficult and can easily defeat you if you're not careful. Like before, use Helmetbreaker or Air Slash to attack safely from a distance. The third match will start immediately afterwards. If you win that battle, you'll be taken back to the waiting room. Head back to where Rena and Celine are watching. Talk to them to proceed with the story. If you made it this far, then you'll be in the final match against Dias. A guard will fetch you again to start the finals.



It's okay to fight but remember that this is a scripted battle; which means you're destined to lose no matter how strong you are at this point of the game. Just enjoy the brief battle with Dias since it will only happen once in your entire playthrough. Watch the following scenes after getting your ass kicked by Dias.

Once in control, exit the castle. Head to your sponsor shop and claim the equipment you used during the battle. Don't leave just yet. You'll need to do one important (yet entirely optional) thing here first before leaving the kingdom.

TIP: Head to the west side of the town, then go north along the alley to find a lone workshop. Enter it and watch a short scene. You'll obtain the **Deadly Edge**. The Deadly Edge is not that powerful on its own but its one of the raw materials in order to forge Claude's "best" weapon. Since it will be too early in the game for you to get the necessary materials, or the process of getting those could be so tedious that you'll want to save it for later. Let's skip this for now and I'll just mention it along the way if you can possibly do it already.



Your next destination is **Linga**. If you have recruited Ashton then skip this part, otherwise, do the following steps to recruit Opera.

- Recruiting Opera -

(Condition: Ashton should not be recruited)

The first condition to trigger the process of recruiting Opera is meeting the 3-eyed man back in Krosse. I have already mentioned it twice at this point so you should have done that already. Next, after Lacuer's Armory Tournament, make your way back to Hilton.

[Hilton]

Head to the bar and watch a scene with a tall, blonde, 3-eyed woman. Meet Opera. Now grab a ship then head back to Krosse Castle.



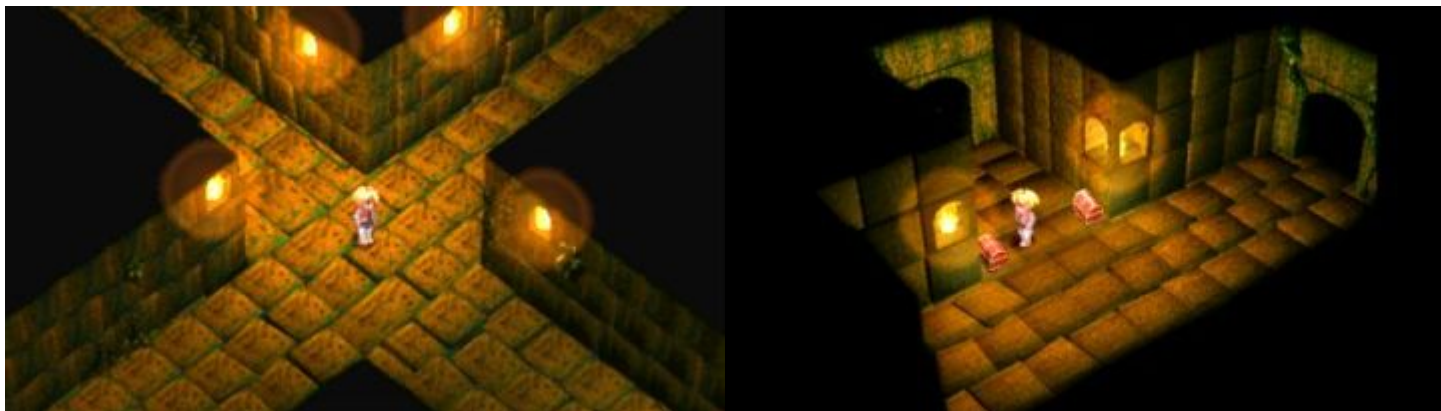


[Krosse]

Head to the castle and seek an audience with the King. Learn that Opera has headed to the Mountain Palace. You'll also obtain 10000F. Now head to the Mountain Palace. To find it, enlarge your map and look at the NW side of the continent. The red dot near the edge is Kurik. Beneath that is the mountain palace. Head west first until you reach the large signpost. Follow the road north, until you reach a wooden bridge. Take the road leading to the west until the weather changes. You should find an opening once you reach the top. Save your game first.

[Mountain Palace]

Grab the two items ([Lunar Charm](#) and [Crystal](#)). Speak to the guard for him to let you guys through.



Go left on the first split, follow the corridor to reach a 4-way split. Take the northwest path, continue through the corridor. Enter the first door that you'll come across and follow it to get a ?Herb at the end of the path. Return to the main path, then continue to the north. Follow the path again until you reach another door. Enter it and follow the paths until you find two chests. ([Resurrection Elixir](#), [?Jewelry](#))

Continue to the door to the upper left and follow the path until you reach a large room with two more chests. ([Stone Cure](#) and [Sweet Syrup](#)) Head to downstairs to the right. Continue following it until you reach a savepoint. Save your game then enter the room and grab the two items ([Cestus](#) and [?Mineral](#)).



Head all the way back to the 4-way split by backtracking your steps. Take the lower right path then follow the corridors until you reach a split. Take the upper right path. Follow the path and you'll run across Opera before the first plight of stairs. You'll have the chance to accept her offer or decline it. Well, since you are going all through this trouble to get her, obviously, you should say yes. Now check her equipment and give her some accessories too. We will need to continue with more dungeon crawling.

Go downstairs then go to the right. Go through a long corridor, then down another set of stairs again. You should find a large door and a path going down. Take the path down, through the V-shaped corridor to reach a large room with two chests. Grab the [Emerald Ring](#) and [Faerie Statuette](#). The Emerald Ring is definitely a must-have for your spellcasters since it lowers MP cost by 2/3. Your spellcasters needs to wear this until they get the Fairy Ring. Backtrack to the split after the long corridor and take the upper path this time. Save your game and check everybody's HP. Head north for a boss fight.

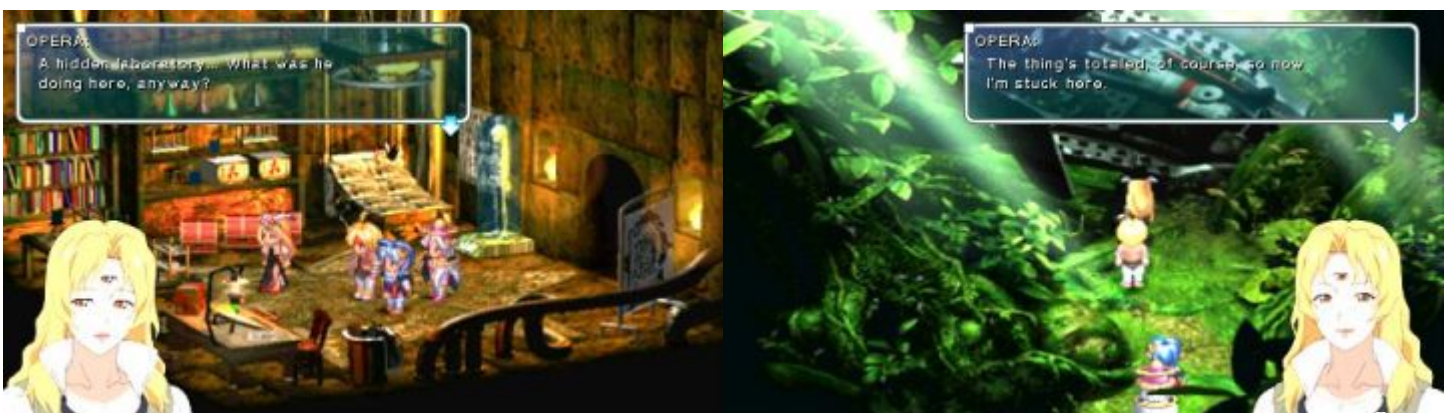


BOSS: Fire Lizard x2

Reward: 2000E, 16000F, Ring of Fusion x2

If you have trained in Lacuer then these bosses won't pose that much threat to you. The only problem is there are two of them. However, once one of them is down, then the other is just an easy target. Their most dangerous attack that you should be aware off would their flame breath. Have Celine use quick, all-party attack to interrupt this attack. They can also poison your characters so have Rena's Antidote or some Aquaberries/ Antidote items available. Just concentrate on attacking one of the lizards and heal as often as you needed.

After the battle, head back to the savepoint and save your game. Return to the boss room then go to the right. Enter the first door to loot the chests inside. ([?Mineral](#), [Amber Robe](#) and [Crested Rod](#)). Exit the room and follow the only path to find another room with three chests. ([Wolfsbane](#), [Faerie Cologne](#) and [Damascus](#)) Watch the scene. Now you can trace back your steps and leave the area. However, there is still one thing you should do in order to get Ernest. Head over to Arlia to view an (optional) scene.



[Arlia]

Head to the Sacred Forest. Go to the upper right corner to trigger a scene. After that you can continue with the story for the meantime. Steps on how to acquire Ernest will be tackled along the way. Your next destination is [Linga](#).



TIP: [Ruddle the Traveler]

You might run into this guy during your trips in recruiting Ashton and Opera. His reward is not that useful at the moment but for the sake of those who are curious enough how to complete this mini-sidequest, I shall provide some details regarding it.

In Salva, find him just in the middle part of town. Talk to him, tell him to go **North**. Find him in Marze next. Enter the shop and talk Ruddle again. Tell him that Harley is **further east**. Grab a ship and head to Hilton. Find him in front of the tavern. Talk to the idiot again and tell him to **travel again by boat**. Take another boat ride back to Harley. Head to the inn and enter the middle room to the left wing. You'll earn a **Scumbag Slayer**.



This puny sword is guaranteed to kill any scumbag (*I wish I had this in real life*). The ones you have met so far are the weakest versions of this type of enemy. You can use this while exploring the secret dungeon to kill the very dangerous and stronger versions of scumbag-type enemies you come across with. That's a long way to go so just keep this in your inventory for collection's sake.

+++ Linga +++

Head first to Lacuer castle. Once there, enlarge your map and look for the two blinking dots going south. Just follow the road until you reach a settlement, just past the cave. Enter the village for a short scene with robot and young girl. After the scene is over, you can actually perform an event to get another character. There are two potential characters here, whoever, you'll need to choose only one. Remember that you can also recruit Precis later on by declining Bowman's offer to join you guys then performing a private action



- Recruiting Precis -

(Condition: Cannot recruit Bowman)

After watching the scene, exit the town and do a Private Action. Head north to reach the next area of the town. Find Precis and her robot to the upper left. Approach her to trigger a scene. Watch the following scenes. You'll be given an option to let her join or not. Once you accepted her, exit the town and she'll catch up with you. She'll be in your crew permanently from here on.



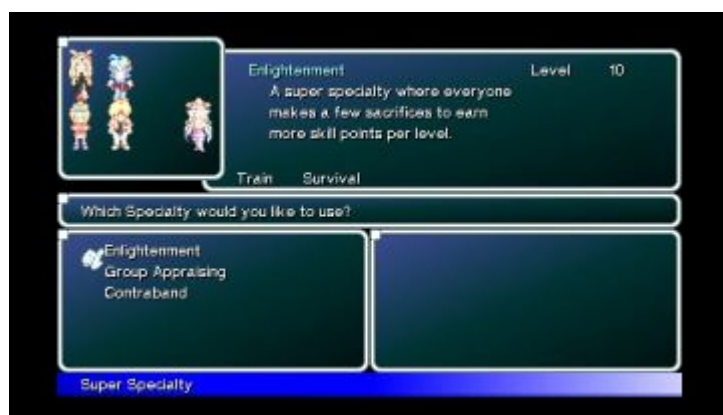


Whether you've recruited Precis or not, you'll need to find Bowman in order to continue with the story. First, enter the house of the linguist near where Precis stumbled. After getting turned down by the rude assistant, head north to the next area. Head to the pharmacy to the left and have a chat with Bowman. He'll ask you to collect a rare herb from *Linga's Sacred Grounds*. Before heading out, I suggest buying all the skills available and learning them. You may also want to check if your party has an upgraded set of equipment. At this point, you should have 4-5 characters, enough to learn some pretty useful Super Specialties as early as possible. If you don't want to waste time investing for your party's long-term well-being, then skip the following section and look for "Sacred Grounds".



TIP: [SUPER SPECIALTIES 1]

You may train near the Sacred Grounds' entrance. Have everybody learn the *Train* specialty by leveling up *Effort*, *Determination* and *Resilience* to increase the EXP they get every battle. You may also let them learn *Survival* by leveling up *Herbology* and *Resilience*. You don't need to max them; just have all your characters to learn them at a certain level. Aside from *Effort*, the other required skills are pretty cheap once *Determination* is maxed so, you should be able to get to LV6-8 for each. Having each of your characters learn those specialties further unlocks the *Enlightenment* super specialty which increases the skill points your character earns when leveling up.



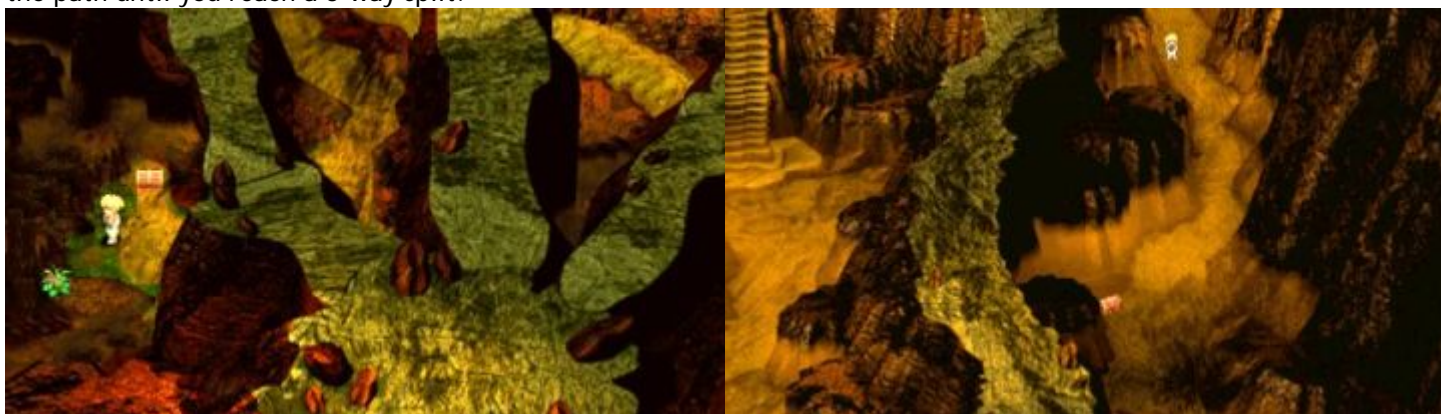
Use this to boost your SP and levels in a fairly short amount of time. Also, if you have *Scouting*, you can freely toggle the frequency of enemy encounters at will, making it easier to level up. You may want to fight with only one or two members to gain more experience.



+++ Sacred Grounds of Linga +++

Take the left path first to find a chest with [Ruby](#). Continue north and grab [Wolfsbane](#) along the way. Go to the right to find [Mixed Syrup](#). Go down to return near the entrance. Follow the path down, then take the middle path. Grab the [Chain of Might](#). Go left to the next screen this time.

Go down to find [Athelas](#). Continue north (ignore the stairs to the right) to the next screen. In the next area, go downstairs right. Grab [Mandrake](#). Take the winding path down to reach a chest containing a [Rainbow Diamond](#). Grab the [Clarisage](#) as well. Though Claude will mention to bring the new herb back to the Pharmacy, I suggest continue searching the cave since it still has a lot of goodies. Backtrack a bit to where you grabbed the Mandrake earlier then take the winding path to the lower right. Continue to the right to find an [Artemis Leaf](#). Go back to the left then take the path down to the next area. Follow the path down and grab the [Bubble Lotion](#). Keep going down to reach the entrance area (exit the Sacred Grounds to save if you wish). Follow the path down again, then take the middle path. Continue following the path until you reach a 3-way split.



Take the path to the right to obtain [Athelas](#). Return to the split, continue straight up. Grab the [Amulet of Antivenin](#) to the left. Go downstairs to the right and continue to the right past the giant skeleton to get [Lavender](#). Return to the previous screen then go up to the invisible path beside the skeleton. Grab the [Drill Puncher](#) at the end. Go to the left to the next area. Go down and grab the Lavender beneath the dragon skeleton. Continue to the left. Follow the curve, grab the [Rose Hips](#) along the way and continue to the right. You'll end up where you got the Amulet of Antivenin earlier. Take the path to the right, continue north. Make sure to turn right along an almost invisible path to reach a chest with [Twin Splicers](#) and [Athelas](#). Continue to the right, through the rock wall to exit to the purple area. Save at the save point. Continue to the next area to find three chests. Enemies will attack you before you even get the chance to open the chests.



BOSS: VISSEYA x3

Reward: 6741E, 21000F, Damascus, Orichalcum

These bosses aren't that hard. They just tend to swallow up your characters. You just need to hit them hard to spit your swallowed allies out. Another thing is that they're practically slow so even your spellcasters can outrun them. Have some Aquaberries or Antidotes ready since their attacks can inflict poison as well. If you have the Sprite's Bracelet equipped ever since, then you should have plenty of Deadly Poison Bombs and Daze Bombs in your inventory. They can prove to be very useful in this battle so don't hesitate to use them.

After the battle, grab the **Medicine Bottle**, **?Armor** and **Cinderella Glass** from the chests. Now you may exit the Sacred Grounds and deliver the herb to Bowman.

+++ Linga +++

Take the herb to Bowman in his pharmacy. Take him to Keith's house. Go upstairs once you've been allowed to enter. Approach the doc and watch the following scenes. You'll spend the night in Bowman's house.

- Recruiting Bowman -

(Condition: Cannot recruit Precis)

Go upstairs and enter his room to talk to him. You'll get the chance to recruit him if you haven't recruited Precis earlier. You can also decline his offer to join if you've changed your mind and wanted to recruit Precis instead. Whatever you choose, the story will continue. The next day, the party will be ready to move out.



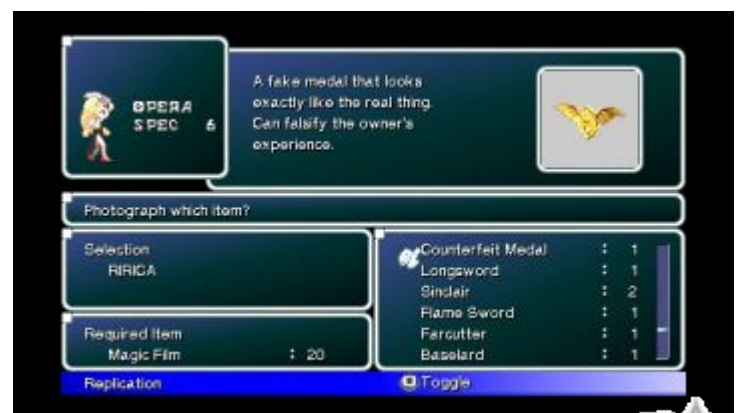
I suggest do some pickpocketing here since some of the researchers here carry books that increase the level of certain skills by one when used. When ready, exit the town. Your next destination is **Lacuer**.

TIP: [SUPER SPECIALTIES 2]

Linga sells most of the items that are needed to the following (optional) tricks and you have the Sacred Grounds as a training ground nearby. Again, this is entirely optional but will immensely help you in the long run why not invest a few hours building your current party and skills? Your life can be made easy by unlocking and mastering the **Contraband** super specialty. You characters don't need maxed out Pickpocketing and Imitation skills; just level them up to 5-6 and you should have a high super specialty level. Remember that your chances of creating items are drastically increased once you have the Orchestra super specialty and its music playing in the background. However, you may not be able to do that at this point of the game yet. Also, the following tricks are a lot easier of you have the Enlightenment super specialty and Train specialty so you can get most out of your normal battles.

Experience Trick

Using the Super Specialty Skill Contraband, keep forging materials until you get the **Counterfeit Medal**. When used on a character, it will reduce the required EXP to 1. The higher the Contraband level, the better chances of producing this item. You can also get this as a rare item added by equipping the Sprite's Bracelet. Since it is hard to produce, Replicating it is a viable solution. You'll need a Magic Camera and some Magic Films to attempt to reproduce it. If is advisable to have a maxed out Imitation skill before attempting. Try to create a RIRICA camera through Machinery specialty to increase your replication chances dramatically! Try to sell any forged items your party creates to earn more cash.



Note: A failed attempt will give you a **Bounced Check**. Do this beside a shop so you can sell **Bounced Checks** immediately; leaving them in your inventory will eat up your funds until you sell them.



Easy Fol

It's easier to do this with a high level Group Appraisal super specialty where you can control the prices of the shops at will. Using the Contraband super specialty, keep creating materials until you get Forged Bills, Checks, Stocks, Documents, etc. These can be sold at a really high amount if you "Raise" the price using the Group Appraisal super specialty. Use this trick to earn millions of fol early in the game. In the other hand, you can also "Lower" the price of the raw materials you'll need create more items.

Free Lodging at Inns

Using Contraband, you'll be able to forge a contract. Use it in a town to gain free access to the inn permanently. Use this on every town you visit to take advantage of free lodging.



Once ready, head to Lacuer.

+++ Lacuer +++

Upon arriving, the guard will instruct you to head to the castle. Do that as instructed. You can also pickpocket everyone here. Don't forget to talk to Gamgee to get a free [Plate Armor](#). From the lobby, take the hallway to the right. Continue until you reach a staircase going down. Follow it until you find the castle's laboratory. Watch the following scenes.

After the scenes, Leon will join you (temporarily) on your expedition to the [Hoffman Ruins](#). You'll also get a [Combo Link](#). You'll need to grab a ship on Hilton to reach it. Exit the castle and go there.



- Recruiting Welch -

Actually, Welch is not part of the game's 'original' Playstation cast. However, she is a recruitable character on Star Ocean: First Departure and was simply added to this game. Recruiting her is pretty simple. Just do a Private Action after getting Leon and head to the castle. She'll literally fall from the sky and land on you as you cross the bridge leading to the castle. Just accept her offer to join you and she'll be part of your current party. You must do this before completing the Hoffman Ruins



Once ready, continue to Hilton.

+++ Hilton +++

Upon entering Hilton, attempt to snatch some good equipment from the guards on the bridge. Talk to the blue soldier standing by the dock. I suggest stocking up some Stone Cures and Paralysis Cures since the next dungeon has tons of enemies that can easily inflict those. If you have someone with a high Familiar level, then a good amount of Pet Food should suffice in case you'll need immediate resupply. Once you're ready, set sail to Hoffman Ruins.



+++ Hoffman Ruins +++

You'll end up in the coast. If you want to return to Hilton, you can talk to the soldier. Head north for the coast to exit to world map. The ruins is the only accessible point in this area so it's impossible to miss it. Once inside, take the stairs to the right and examine the door. Check out the individual rooms to obtain [Stone Cure](#), [Ricochet Bracelet](#), [White Clip](#) and [Angelic Headband](#). After collecting the items, take the lower right corridor near the entrance. Save at the savepoint in the next room and take the elevator down.



Take the path to the upper right. Grab the [Holy Mist](#) and [Green Beryl](#) from the chests. Head to the lower right and grab the [Terdious Handy Stick](#) from the chest to south. Take the lower left path to reach a large room (with a mosaic on the wall). Don't pull the lever that you'll find along the way since it will just damage your entire party. In the middle of this large room is a chest with an [Aquaberry](#). From this room, take the path to the lower left. There is another (worthless) detonator here so just ignore it. Grab the [Dictionary](#) and [Paralysis Cure](#) from the chests. Return to the previous room, then go south. Grab the [Hexagram Card](#), then return to the previous screen. Then take the upper right path to return to the room where you got the T. Handy Stick and continue east to find another detonator. Pull this lever to blow up a new path for you. Heal your team and follow the path to reach chests containing [Custard of Life](#), [Gold](#), [Orichalcum](#) and [Breeze Earring](#). Backtrack to the previous room, then take the path to the lower right.



Take the **Primavera** in the next room, then follow the path to the next screen. In the next screen, grab the **Medicine Bottle** and **Diamond** from the open area. Exit east, grab the **Fruit Syrup** along the way. Follow path south, then to get **Hot Syrup** and **Hammer Charm**. Backtrack to the main path then go down to the lower right to reach the next screen. Grab the **Daze Bomb** and **Mechanic's Toolbox**. Backtrack to the previous room, then go back again to the large room. Take the path down to the lower left.

Grab the **Blackberries** from the chest, then a **Green Beryl** along the narrow corridor to the right. Exit south to the next room. Grab the **Storm Ring** to the upper right. Continue south to the next screen. Grab the Primavera and use the save point. There is a save point you can also use here but don't go north to face the bosses yet. Exit to the next room by taking the path to the lower left instead. Grab the **Amulet of Freedom** to the left. There is an almost invisible lever around here that you need to pull to open up a new path to the lower left. Grab the Sour Syrup and **?Herb** inside. Return to the savepoint, save and heal everybody. Go north to the next screen.



BOSS: Halfynx x2
Reward: 22200E, 10000F, Star Ruby x2

Have at least two of your strongest fighters in your current party. As for your spellcasters, try to use less powerful but quick light/dark based spells. The objective here is to prevent any of them to cast spells of their own. Try manually controlling and switching your spellcasters while casting spells as fast as you can. If your fighters have deadlocked each of the bosses, then it's your job to keep them interrupted and open. Once one of them is down, it is pretty much an easy battle from thereon. You may also use support items if you have any.

Obtain **Energy Stone**. Now make your way out. The easiest path to the exit is by taking the exit to the left and take all the path going north. Make sure to save again before exiting the ruins.

Now if you have Opera in your party and you have triggered the special scene in Arlia as mentioned earlier in this guide, then an extra event will be available as soon as you're out of the ruins. If you have Ashton or Opera but haven't triggered that specific event, then skip this part and grab the ship back to Hilton.

- Recruiting Ernest -

(Condition: Must have Opera in the party and viewed a required event in Arlia)

After completing the Hoffman Ruins, an extra event will take place automatically, as long as the requirements above are met. Defeat this easy boss, and you'll have the option let Opera and Ernest say farewell or let them stick with you guys for a while. Remember, saying farewell to them means you won't get Ernest and Opera will leave your party for good.



+++ Hilton +++

You'll need to deliver the Energy Stone to Lacuer to complete the Lacuer Hope. However, we will make a quick detour to visit at least two other towns in order to make your life easier (yet again). This "detour" requires having Ernest on board so if you didn't bother to get him, *please skip directly to Lacuer to continue with the story*. From Hilton, grab a ship back to Harley.

+++ Marze +++

From Harley, travel to Mars, equip your Thief's Glove (if you have Magician's Glove, that's even better) save your game and do a Private Action. Find Ernest with Opera in the library at the back of the Elder's house. Keep on attempting to steal the first **Battle Suit** from him. Just load and try again until you get it. Once you acquired it, equip it your primary fighter and grab a ship back to Hilton.



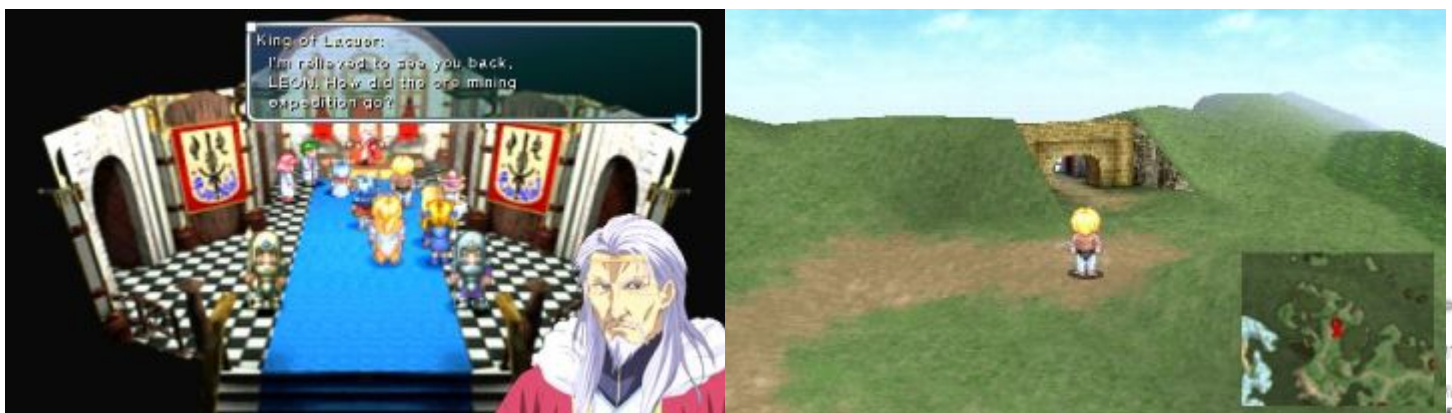
+++ Linga +++

Do the same thing as you have done in Marze. Save your game, do a Private Action and steal the Battle Suit. He's located inside the university, in the second floor. Now you have two of them, you'll never need to buy or make any other armor for the rest of the "main" game. Once that's done, head to Lacuer to proceed with the story.



+++ Lacuer +++

Head to the throne room and watch the following scenes. Leon will leave the party temporarily. You'll need to reinforce the Front Line Base, north of the kingdom. Exit the kingdom and enlarge your map. The Front Line Base is located in the northern tip of the continent, just past Hilton. Just follow the road to reach it.



+++ Front Line Base +++

Save the game and pickpocket your way if you wish. After crossing the arch, head to the right to find the armory. Buy the best equipment you can get for your team at the moment. Head to the left side and get some recover items from the General Store. Take the stairs to the left, then continue to the right to enter the briefing room. Watch the following scenes. After the briefing, exit the room and watch another conversation. Rena will chase after Dias. Follow her and find Dias in the area between the general store and the armory. (You can try to steal a Plate Helm from him) Head back to the corridor leading to the conference room but exit north this time to reach the viewing deck. Find Rena there.



The next day, save your game and go back to the general store. You can attempt to steal another Storm Ring from Dias. You'll just need to run around the area for a bit, until a scene triggers. Check your party and make sure that Rena is included in your active combat group. Head to the viewing deck and watch another scene. You can't win this battle yet as part of story; but you can't lose either. You must have Rena in your party in order to stay alive. Order your team mates to stay away from the enemy and have Rena focus on the healing. You can also control Rena and manually heal your allies with spells and items. Just survive for at least 60 seconds and the battle will end automatically.



Listen to the soldiers' conversation and save your game. Head to the viewing deck and speak to the soldiers there. Go to the commandant's office and talk to him and his right-hand man. Talk to Dias in the general store then finally, head to the infirmary, talk to the nurse standing near the entrance and choose to rest. The next day, as you exit the infirmary, a soldier will barge in, reporting a massive monster attack. Head to the viewing deck and watch the following scenes. If you have Precis in your party, Leon will give her the [Thunder Puncher](#). After the scene, you can attempt to steal from Leon and Dias. Return inside then head to the left. Leon's parents will talk with you guys. Watch the following scenes.



You can easily kill the first three monsters sent to you. Afterwards, the leader, Cynne will attack. The next battle is pretty easy. Don't fight and let yourselves be killed. Then the story will progress automatically.



You'll find yourself in the beach, separated from the others. Once in control, head to the right then use the stairs to exit to the world map. Cross the bridge and you should find a settlement immediately. Enter it.

+++ Eluria Settlement +++

Watch more scenes. Once in control, head to the leader's place to the right. After the conversation, you can get your free equipment from the armory next door. You'll also have the option to leave Leon in the settlement or bring him along permanently. Once done, head to the armory and examine the crates and barrels to get all the weapons available:



Rune Cap, Plate Armor x2, Shield Swords, Metal Fang, Silver Robe x2, Fists of the Giant, Silver Greaves x2, Veil Piercer, Fine Shield.

Once done, set up your party's equipment and leave the place. The keeper will stop you and give you an **ID Card**. Exit the town for another scene. Your next destination is the Eluria Tower, which sits near the settlement.



+++ Eluria Tower+++

1F

Start off by grabbing all the items available: [Meteor Ring](#), [X Clip](#), [Holy Mist](#), [Amulet of Flexibility](#), and [Steel Helmet](#). Examine the statue to get a message [3-A]. Go upstairs to the left.

2F

In this hallway with paintings, go left first to find a secret room containing 3 chests. Grab the [Music Editor](#), [Pixie's Bracelet](#) and [Crested Shield](#). The Pixie's Bracelet is the upgraded version of the Sprite's Bracelet that you have stolen from Filia earlier. You can actually wear them both to get more item drops. The Pixie's Bracelet will also allow you to get Mithril on rare occasions so its just best chance of getting two Mithrils. Head back to the previous room, and grab the three chests in the center. ([Paralysis Cure](#), [Sapphire](#) and [Aquaberries](#)) The statues here read: [5-H]. Now take the central corridor and save your game. Use the elevator afterwards.



3F

Statue to the right reads [4-T]. Grab the two chests containing [Stone Cure](#) and [Star Ruby](#). Take the elevator to the right first.

4Fb

Go to the left and grab [Crystal](#) and [Super Puncher](#). The statues here read: [1-D]. Take the elevator to the left.

5F

Grab the chests to the right for a [Refreshing Syrup](#). Talk to the minister and provide the password: [D-E-A-T-H](#). Obtain a [Key Card](#) afterwards. Grab the two chests to the left for a [Crested Shield](#) and [?Armor](#). (Blessed Plate Armor). Take the elevator down to the left.



4Fa

Take the middle elevator and the elevator on 3F to reach the savepoint. Make your way back to 4F (left elevator on 3F), then take the elevator to the left again.

5F

Once you've reached 5F, examine the red slots to remove it with the Key Card. Since you're playing as Claude, there is an event here where you can obtain the third [Battle Suit](#) (or first if you didn't get Opera and Ernest) from a 'controllable' scene. Of course, you'll need your pickpocketing skills for this. Go to the left, and a scene will trigger.

+++ The Calnus +++

Watch the scenes. After getting the report that Planet Four is on collision course with the high-energy mass, you will be able to take control of Claude. Aside from the Battle Suit, the crew has some neat item-creation 'support' equipment that you can also steal from them. Talk to Ronyx afterwards.





+++ Eluria Tower +++

5F

You'll be beamed back to Expel. Equip your freshly acquired Battle Suit then take the elevator to the right.

6F

Save your game, and prepare for a boss battle. Head to the next room when ready.



BOSS: Cynne, Stone Statue x2
Reward: 12712E, 52000F, Emerald Ring

This battle should be pretty easy since the last time. His attacks still hurts but with such low HP, don't expect him to last long.

After the battle, go back down and save. Take the elevator up afterwards.

7F

There will be three doors here. Take the door to the left to find two chests. Grab [Fists of the Giant](#) and [Murasame](#). Exit to the upper right to find a lone chest with [Gale Earring](#). Don't enter the path to the right yet. Go down instead and enter the rightmost door to get [Splinter](#) and [Medicine Bottle](#). Exit the room (go back down the elevator to save if you wish) then enter the middle door. Take the path to the right this time. Watch the following scenes.





The next battle is scripted. Though you can't win, you must survive in order to progress through the story. Make sure Rena is in your party. I suggest controlling her manually and take care of the healing. Keep the battle away from Rena. If Metatron seems to be going for Rena, control one of your other characters and attack him to get his attention. Order all your teammates to stay away from the enemy while Rena is focused in healing.

Once the battle is over, watch more scenes.

+++ Centropolis +++



Meet Mayor Nall. Learn more about your current situation. You'll need to get Psynard from North City in order to roam freely around Nede. For the meantime, there is some extra stuff you can do so I'll just mention them briefly. There are also a lot of people here where you can steal from. However, I suggest heading outside of the city first to save your game. Enter the city again then go to the right this time to find a strange woman following you guys. She'll run off but that's just it for the meantime. Pickpocket all you can here, or even upgrade your equipment. Exit the Centropolis and head to North City.

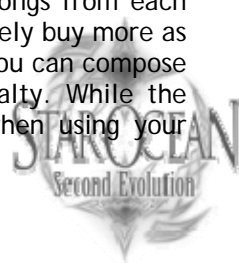


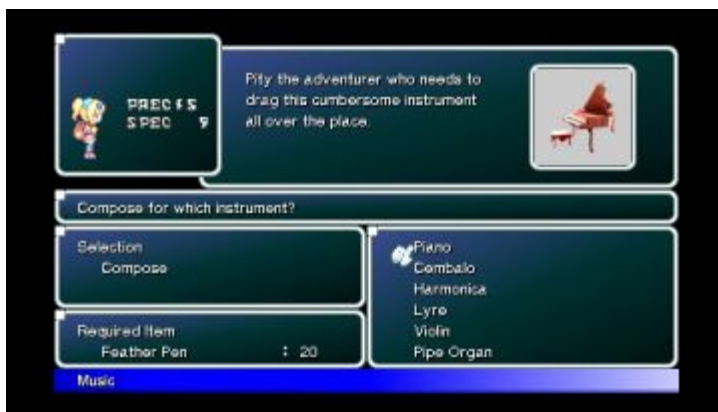
+++ North City +++

Go upstairs north. You'll encounter the same woman again. Leave her be for now. Continue north to the shop. You can buy musical instruments here to help you utilize the Orchestra super specialty.

TIP: [ORCHESTRA]

First, you'll need to unlock more songs by having somebody with high Music specialty level compose songs from each instrument. Composing consumes a Feather Pen so do this while inside the item shop so you can immediately buy more as you need it. Try to compose as many songs as you can per instrument. (so far I have only observed that you can compose 2-3 songs per instrument) Once you have enough songs, you can now use the Orchestra super specialty. While the orchestra music is playing in the background, your chances of success are increased dramatically when using your specialty or skills to create, modify or enhance items.





TIP: [CLAUDE'S AETERNA]

Save your game. Forge the Deadly Edge with one mithril to get Blade of Minos. Forge the Blade of Minos with another mithril to get *Aeterna*. It is a lot easier to do this while the Orchestra music is playing in the background. Simply reload the game if ever you get a Dull sword. The Aeterna is known as *Eternal Sphere* in the Playstation version of the game. It is Claude's best weapon in the 'MAIN' game. Aside from its already high ATK power rating, there will be little 'stars' that will shoot off from the weapon, each capable of dealing damage. This weapon is really deadly for larger enemies since they'll tend to eat all of those little sparks because of their size.

When ready, head to the Psynard breeding facility to the northeast of town. Talk to the receptionist, then head to the director's office, to the left of the front desk. Watch the scenes. You'll be in a boss battle immediately.



BOSS: Psynard

Reward: 23000E, 20000F, Mind Ring

This boss has really powerful attacks, including the multi-hit 'breath' attack similar to the Flare and Frost lizards you have encountered already. If you have your fighters equipped with Battle Suits, then you shouldn't worry much about this battle. Otherwise, keep spamming it with spells. Keep your party healed up as always, and keep it away from your spellcasters.

Watch more scenes. Enter the transporter from the Director's Office.

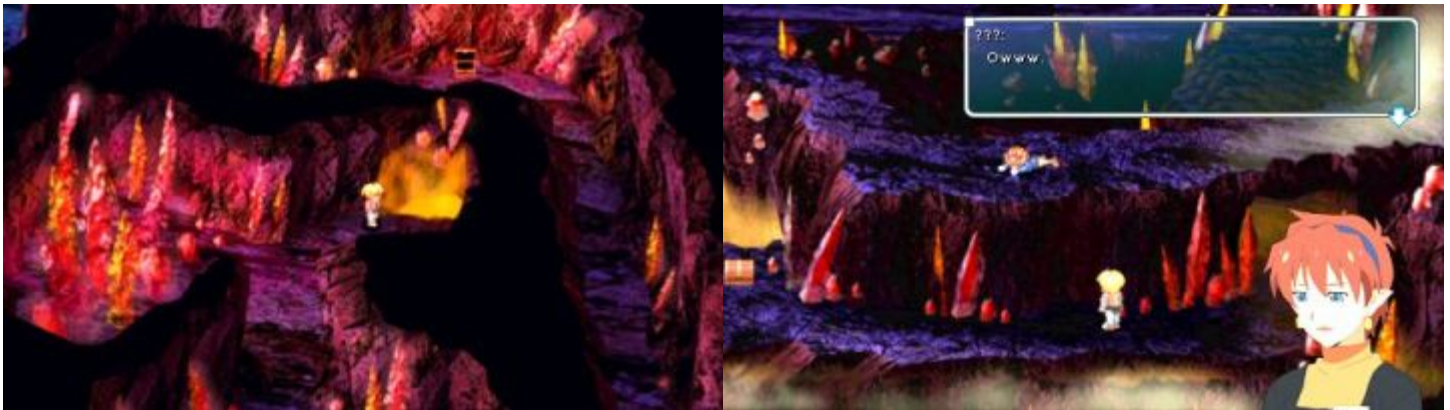
+++ Noel's House +++

Meet Noel Chandler. He's one of the two potential, recruitable characters at this point of the game (you have already met the first one). Read through to the conversations. If you have an available character slot in your party, you can use Noel temporarily. Grab the items from the chests before heading out. (Life in Nature, Pet Food, 50000F). Exit the house and go south to find a cave.



+++ Cave of Crimson Crystals +++

Take the path to the far right. Grab the **Resurrection Elixir** at the end. Return to the starting area, then take the middle path. Go through the opening with a yellow light. It leads to three more items. (**?Mineral**, **Dream Bracelet**, **Theory of Symbology**) Return to the previous floor, then continue to the far left this time.



Grab the **Cinderella Glass** to the left, then exit to the lower right. In this area, keep heading to the right first, then take the stairs down, then go to the left. If you have triggered the first scene to recruit Chisato (back in Centropolis) then you'll find see her from above. She'll drop something on the ground after tripping so don't forget to pick it up. Continue to the left first to grab **Eagle's Shawl**. Return to the main path and take the other path. Examine the card Chisato dropped to obtain **Chisato's Card**. Continue to the right.

You should spot the Synard here but you can't reach it at the moment. Keep heading right first to reach the next area. From here, make your way to the left to find a save point. Save your game, then go to the lower right to find two chests. (**Fruit Syrup**, **?Mineral**) Save again if you want, then go north. Prepare for a boss battle.



BOSS: Arachnovia x2

Reward: 22425E, 52000F, Sacrificial Doll x2

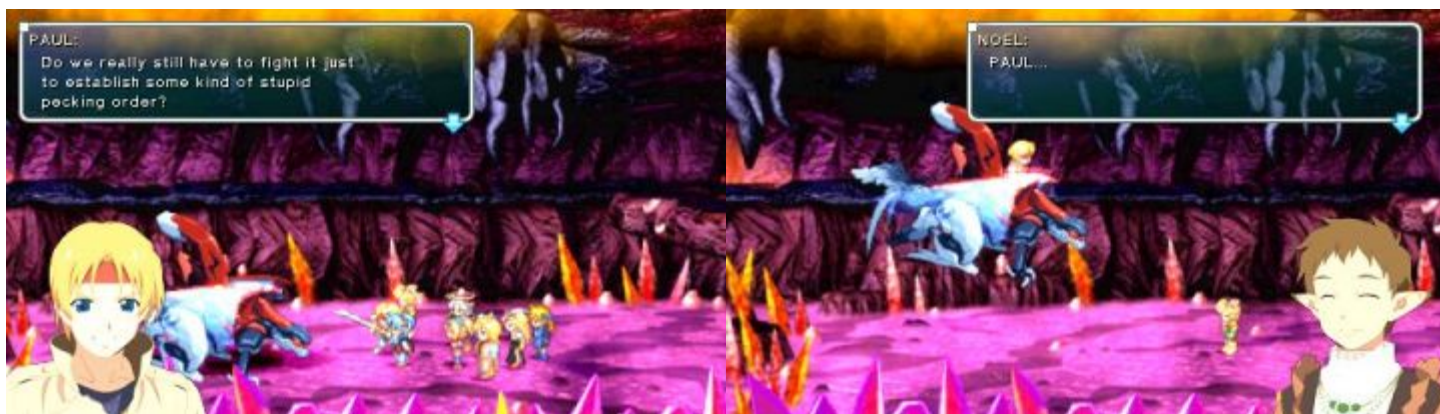
These bosses rely on physical attacks and they're good at it. They can deal critical damage so make sure everybody is healed up often. If you don't have battle suits or if you're level is pretty average, try switching between your spellcasters to continuously cast spells, and use any support items you have in between. Keep the battle away from your spellcasters or you'll be in a world of hurt. Also, stop attacking and start running if one of them attempts to route you from behind. Their attacks can instantly kill your character if you're not careful.

Watch the following scene. If you have an available slot in your party, then you'll have the option to recruit Noel. If not, then the dialogue will slightly be changed and Claude will advise him to stay behind to take care of the animals.

- Recruiting Noel -

(Condition: Should have an available slot in your party)





Now you have the Psynard to fly around. Now you have your best means of transportation, then you can do a lot of stuff from here on. Your next destination is *Centropolis* to report to the mayor.

- Synard Controls -

L	Turn left
R	Turn right
Dpad DOWN	Raise altitude
Dpad UP	Lower altitude
Dpad Left	Turn left
Dpad Right	Turn right
X	Move forward
O	Land (on suitable terrain only)



TIP: [TOK'S SHADY SHOP]

This secret shop sells expensive yet powerful pieces of equipment. You can find this by flying to the snowy islands to the west. There are only two small islands in between the mainlands. Land one of them and walk near the edge of the island to enter the invisible shop. I suggest getting the Magical Rasp since it will allow you to forge more powerful weapons and armor through Blacksmith or Customization.

- Recruiting Chisato -

(Condition: Should have an available slot in your party, triggered first event in Centropolis)

You should be able to recruit Chisato at this point. The only requirement is that you triggered the first scene with her by returning to Centropolis. Go to the second floor of the City Hall and enter the office to the left to find Chisato. If you have an available slot in your party, then you'll have the option to let her join your crew.



+++ Centropolis +++

Talk to the mayor to proceed with the story. You'll need to visit each of the four fields. You'll obtain the **Rune Codes** necessary to gain access to the specified fields. You'll also get Combo Link as a gift from the mayor. You can start with the **Field of Wisdom** since it's the easiest. However, I will be suggesting for you to spend some time doing some extra/optional stuff to help you for your incoming battles, like level grinding with Counterfeit Medal trick or trying to forge the best weapons for your characters. Since there aren't any major changes in the game since its PSX version aside from the translations, you may use the old weapon guides found [here](#) and [here](#).



TIP: [WEAPON CUSTOMIZATION]

Most of the uber powerful weapons can be acquired by winning the Rank A duels of the Coliseum. Since the enemies there are tough, weapon customization is a great alternative in acquiring some of the most powerful weapons you can get in the "main" game. I will be including a brief list of weapons combinations for the characters. Again, if you have questions on how to find the required weapons to be customized, refer to the links I've provided earlier. Also, thanks to the guides from this [thread](#).

CLAUDE:

Deadly Edge* + Mithril = Sword of Minos

Sword of Minos + Mithril = **Aeterna** (1600A, 40GUTS, 70HIT, 25CRT)

**This sword can be only acquired during the event in Lacuer, after the Arms Tournament.*

RENA:

Knuckles of the Moon* + Mithril = Kaiser Knuckles

Kaiser Knuckles + Moonstone = **Emprezia** (1220A, 70HIT, 300MAG, 30CRT)

**Purchase in Armlock*

PRECIS

Atomic Puncher* + Mithril = SD Puncher

SD Puncher + Damascus = UGA Puncher

UGA Puncher + Meteorite = **SDUGA Puncher** (1600A, 65GUTS, 30CRT)

**Purchase in Armlock*

CELINE:

Ruby Rod + Orichalcum = Holy Rod

Holy Rod + Star Ruby = **Dragonstaff*** (990A, 80HIT, 360MAG, CRT6)

**Celine's Silvermoon that can be bought or stolen from her in Armlock has better attack rating and restores MP during the battle. However, I'd say go with the Dragonstaff because it has a higher MAG rating, which really matters to your spellcasters. The choice is up to you.*

OPERA:

White Clip + Mithril = X-Clip

X-Clip + Mithril = Beta Clip

Beta Clip + Mithril = Gamma Clip

Gamma Clip + Orichalcum = **Pulse Clip** (1000A, 60HIT, 40AVD, 20CRT)

NOEL

Grizzly Clasp* + Rainbow Diamond = Tiger's Fang

Tiger's Fang + Mithril = **Platinum Fist**

PSX version:

Hard Knuckles + Mithril = Eagle's Claws

Eagle's Claws + Sapphire = Serpent's Tooth** (900A, MAG 150)

**Purchase in Armlock*

***This is obviously stronger than the Platinum Nails so I'll need a confirmation from you guys if you successfully forged this weapon and it's new name.*

ERNEST:

Light Whip* + Damascus = Hi-tech Whip

Hi-tech Whip + Damascus = **Dark Whip** (1100A, 50HIT, 30CRT)

**Applicable to other whips as well; just experiment and reload your game if unsuccessful*

LEON

Symbology Dictionary* + Damascus = Book of Shadows

Book of Shadows + Damascus = **Book of Confusion** (950A, 80HIT, 400MAG)

**Applicable to other books as well; just experiment and reload your game if unsuccessful*

WELCH

Annoying Handy Stick* + Meteorite = Stern Handy Stick

Tense Handy Stick + Mithril = Stern Handy Stick

Stern Handy Stick + Moonstone = **Final Handystick** (1600A, 80GUTS, 60HIT, 80LUC, 60CRT)

**Purchase in Armlock*

CHISATO

Electro Gun* + Damascus = Cracker

Cracker + Philosopher's Stone = **Psychic Gun**

**Applicable to other guns as well; just experiment and reload your game if unsuccessful*

ASHTON

Luminous Slicers* + Damascus = **Mephistofar**

**Purchase in Centropolis*

BOWMAN

Knuckles of the Moon* + Diamond = **Moon Fists (old name)**

**Purchase in Armlock*

DIAS

Blade of Ruin* + Star Ruby = Soul Slayer (old name)

Soul Slayer + Philosopher's Stone = **Crimson Diablos (old name)**

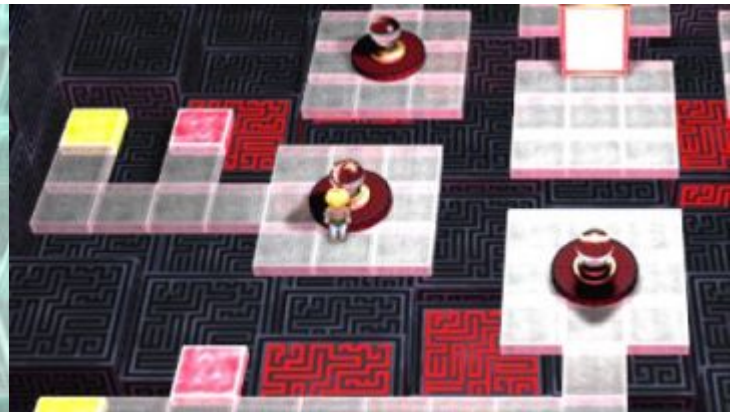
**Purchase in Armlock*



+++ Field of Wisdom +++



Look for an island with metallic texture, somewhere in the NW portion of the map. The mirrors inside will warp you to the different parts of the dungeon. Start by examining the mirror to the right. Grab the [Faerie Elixir](#) from the chest. Return to the mirror and examine it to warped back to the entrance. Examine the mirror to the left this time and grab the [Tiara of the Arc](#) from the chest. Step on the yellow block to get transported to another room with spheres. Examine the first one to make it spin. (All spheres must be spinning to complete this dungeon). Step on the yellow block to be transported back to the previous area.



Step on the nearby yellow block to the right of the central mirror and spin the sphere. Return to the main area then run to the central mirror up north and examine it to reach a room with two chests. ([Alpha Clip](#), [Mirror of Knowledge](#)). Examine the mirror in the center to reach three more chests ([Rune Metal](#), [Fruit Syrup](#), [Majestic Puncher](#)). Examine the mirror again to return to the previous room, then take the mirror to the right this time. Take the yellow block to the left to reach another sphere. Examine it to let it spin. Backtrack to the yellow block again. Head all the way to the right this time and step on the yellow block. Activate the sphere again and return to the previous area. Now return to the room with two chests by examining the central mirror. From there, examine the mirror to the left to return to the previous area.



From the central mirror, run to the right and step to the first yellow block you'll see. Activate the sphere again, then return to the previous room. From there, take the yellow block in the lower right, activate the sphere then step on the yellow block again. Examine the mirror to be warped to the starting area. (Save your game if you want) Examine the central mirror when ready and step on the single yellow block. A boss battle will follow.



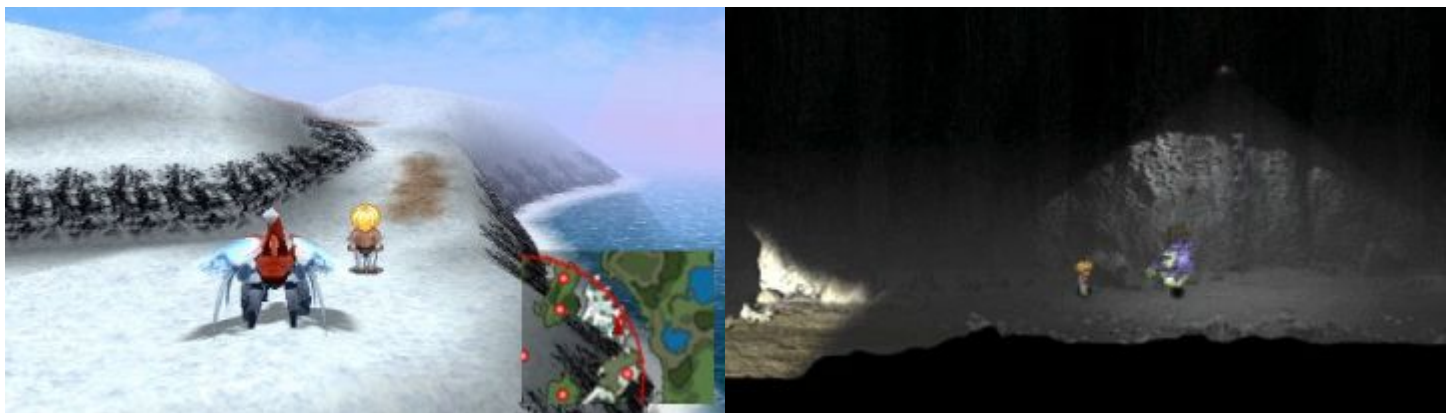
BOSS: Magic Box x2, Guard Box, Force Box and Magic Hand

Reward: 23634XP, 82200F, Gauntlet of Air, Cinderella Glass, Resurrection Mist x2, Sacrificial Doll

You'll face multiple bosses in this boss. Avoid close-formations in this battle since the Magic hand can shoot dreaded lasers once in a while. Keep busy with your spellcasters and concentrate on taking out the smaller boxes first. Avoid targeting the central box since it is located directly in the line of the laser's fire. Once all the smaller boxes are down, then concentrate on taking down the main boss.

Watch the following scenes. Obtain **Orb of Wisdom**. Time to visit the next field.

+++ Field of Might +++



This field is actually a snowy mountain, which should be easy to find. Save your game, then enter when ready. Start by keep heading to the right, to the cave. You'll immediately spot a Yeti. This will trigger a battle in which you'll need to prevent them from reaching the switch behind your team. Allowing them to do so will block your path, making navigation a lot harder than its supposed to be.

Keep going to the right, past the stairs to reach two chests (**Assault Bomb**, **Melt Potion**). Now take the stairs to reach a chest with **Armor of the Arc**. Backtrack to the entrance. Exit then save you wish, then take the path up left. Enter the cave at the end of the path. Continue to the right and win the fight against the yetis. Exit to the lower right, then climb the ladders to reach **Knuckles of the Moon**. Upon reaching the top, enter the cavern to the left.





Continue to the left and fight off the yeti. Head downstairs to the left, grab the **Blackberries** from the chest then exit. Ignore the ladder in the middle for the meantime and continue to the left. Head to the far left to get **Sword of Marvels** from the chest. Return to where the ladder is and climb it. Go to the right, then climb another ladder. Enter the cavern, keep heading to the right and grab the **?Armor** from the chest. If you want to fight another set of Yetis, exit south, enter the cavern to the lower right then keep heading left to spot a Yeti guarding a switch. Otherwise, continue right past the chest where you found the ?Armor then exit south.



Just follow the mountain trail leading to the upper left. In the next screen, continue to the left, climb the ladder. Continue to the right to find two more ladders. Take the one to the right first to get **Ring of Might**. This powerful accessory doubles your attack power at a cost of having all elemental weaknesses. Before equipping it, make sure you have equipment that will compensate for the reduced elemental resistances. (For example, Shield of Athena). After getting the Ring of Might, climb back down, take the other ladder and continue to the left. Climb the ladder to reach the next area. Save your game and prepare for a boss fight. Cross the bridge to encounter the Guardian



BOSS: Guardian
Reward: 43875XP, 64000F, Ring of Absorption

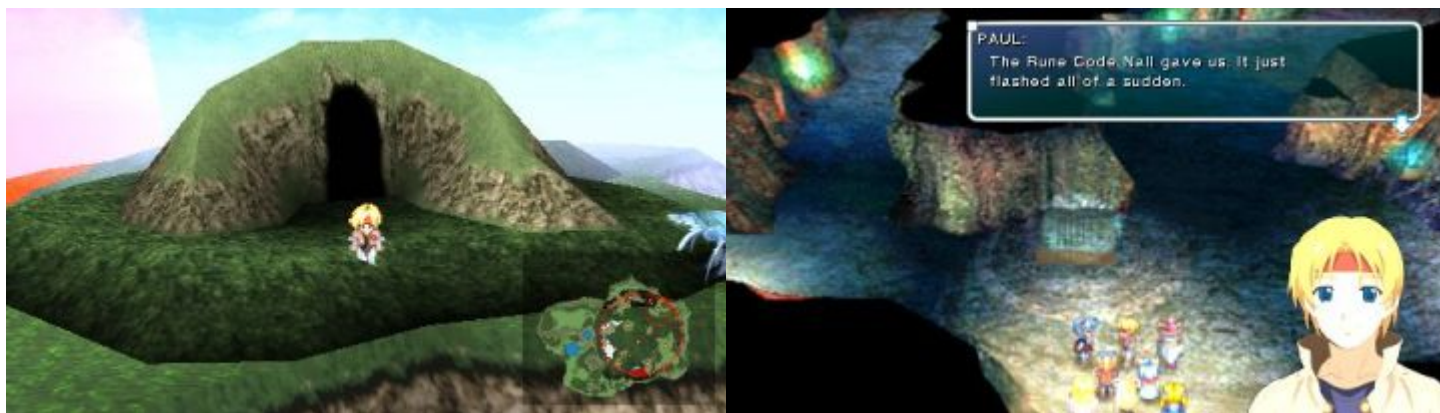
This boss has three stages, depending on how fast you can kill it. After dealing a considerable amount of damage to its "first form", it will release its arms for a long range attack. This will make it permanently armless but it will resort to an electric attack that can deal medium damage at close range. Deal further damage and it will lose its legs too, transforming it into a deadly pod that can only be damaged if the pointer on its head is open. It will use a wide-area attack that can deal tremendous amount of damage to the entire party.

If ever your battle reached the final phase, keep your spellcasters' away. It is nice to know that the Guardian is stationary once the battle reaches the final phase, but that will mean that your fighters won't have a chance to damage it. In the other hand, if you did some level grinding then you should be able to end this battle so fast that the guardian won't have the chance to change forms or even retaliate.



After the battle, continue to the altar and watch the following scenes. Obtain the **Orb of Might**. Unfortunately, you'll need to walk your way back out of this place.

+++ Field of Courage +++



To find this field, open your large map (by pressing start) then head to the south. You should find a hill with an opening. This field is a large maze so you'll need to follow my directions to get all the items.

1. From the entrance, go to the left and grab the **Sour Syrup**. Return to the right.
2. Take the path up, to the left. Grab **Medicine Bottle** in the next screen. Go to the left this time
3. Grab the **Shield of the Arc**. Go up to the next screen then go left.
4. Examine the statue on the altar to get **Idol of the Warrior**. Return to the previous screen then go right.
5. Grab the **Luminous Slicer** from the chest, then go down.
6. Grab the **Mithril Greaves** from the chest, then go to the left. Take the lower right path in the next screen.



7. Continue to the right and grab the **Amulet of Flexibility** in the next screen. Take the lower right path.



8. Head upstairs to the right, then ride the elevator up. Save your game, then head to the right to trigger a scene. Place the statue on the altar and a boss battle will ensue.



BOSS: Guardian

Reward: 43875XP, 64000F, Ring of Absorption

This is the same boss that you fought back in the Field of Might, so same tactics and precautions apply.

This boss has three stages, depending on how fast you can kill it. After dealing a considerable amount of damage to its "first form", it will release its arms for a long range attack. This will make it permanently armless but it will resort to an electric attack that can deal medium damage at close range. Deal further damage and it will lose its legs too, transforming it into a deadly pod that can only be damaged if the pointer on its head is open. It will use a wide-area attack that can deal tremendous amount of damage to the entire party.

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Watch the following scenes. Obtain **Orb of Courage**. Exit the field and head to the last one.

+++ Field of Courage +++

The Field of Love can't be missed since it is the floating island in the middle of the map. Simply approach it with your Synard and enter it. Start off by grabbing the **Serpent's Tooth** to the right. Head to the left twice this time. Touch the orb to connect the two pathways. Don't go to the left yet. Go up first, touch the orb to reach the two chests. (**Resurrection Mist**, **Holy Rod**). Go back to the main path and follow it. Grab the **Hot Syrup** along the way. Prepare your team for a boss battle. Use the savepoint and head inside the castle when ready.





BOSS: Lavarre, Sunbreaker x2
Reward: 16146XP, 38040F

This battle is practically easy. Simply take control of you spellcasters and cast spells as fast as you can. You must interrupt the Sunbreakers or they'll cast some nasty, party-damaging spells. By keeping them busy, you'll give your fighters much needed opening to land their attacks.

Watch the following scenes. Obtain the **Orb of Love**. You'll need to head back to Centropolis and inform the mayor about your success.

+++ Centropolis +++

Talk to the mayor. Learn more about the assault on the enemy stronghold, Phynal.

+++ L'Aqua +++

You'll be transported to L'Aqua automatically. Watch the following scenes and you'll be just outside Phynal when you regain control. Set your characters, save then enter the tower.



+++ Phynal +++

Watch more scenes. You'll need to defeat a few waves of Takedokus and Mirre 64s before the fight against Zaphkiel. You won't be able to defeat him at this point, but just go through with the story and you'll get your chance for revenge soon.



+++ Centropolis +++

You'll be back in Centropolis after the battle. After the conversation, the mayor will inform you to go ahead to Armlock.

+++ Armlock +++

It located to the southeast portion of the map, if you still haven't located it yet. Upon entry, the mayor's messenger will inform you that he is already waiting outside the sealed door. Just head to the northern part of the town to meet up with the mayor.

+++ Symbolical Weapons Laboratory +++



Once in control, follow Nall. Save your game along the way, then enter the ruins. From the front desk, go right and enter the first room to the left to find a [Mind Ring](#). Return to the frontdesk then go left this time. Follow the corridors until you reach Nall. Watch the following scenes. Rena will run off and you'll need to follow her. Just make your way back to the transporter to find her. More scenes will follow. You'll be back in Armlock afterwards.

+++ Armlock +++

Enter the house with smoking chimneys and meet Dr. Mirage. Learn that you'll need to collect some LEA metal to create the weapons. Obtain the [Minae Cave Key Card](#) from the mayor. Off to [Minae Cave](#) you go.



+++ Minae Cave +++

This cave is located conveniently just to the west of Armlock. From the entrance, go to the right to grab a **Fruit Syrup** from the chest. Return to the main path to the left and take the path going to the upper right to find a **?Mineral**. Return to the main path again, then go to the upper left to the next screen. Immediately grab the **Encyclopedia** from the chest to the left. Go up using the path to the left to reach **Refreshing Syrup**. Continue north to the next screen.

Grab the **Smelling Salts** from the chest to the left. Continue up from that chest to find another with **Mithril Mesh**. A bit to its right is a hidden chest containing **Medicine Bottle**. There is also a **Smith's Hammer** to the upper right corner. After getting all of those, backtrack all the way where you found the Encyclopedia a while ago. Go up using the path to the right this time. Obtain **Wonder Drug** and **Meteorite**. Go to the right this time.

In the next screen, grab the **Lightning Gun** then go down a bit. Take the path to the right. Obtain an **Illusion Doll** from the chest along the way. Continue north to get **Athelas**. Return to the main path to the left then continue going north until you reach the savepoint. Approach the Barchian in the middle to fight it.



BOSS: Barchian

Reward: 17641XP, 55000F, Mithril

This boss has only one attack but it can deal massive damage to everybody. Rena's Fairy Light will be almost a necessity here. Also, have some support items ready like the Angel Statuette or Fairy Card. Multi-hit attacks works wonders against this boss since your chances of interrupting his charge is higher.

Obtain the **LEA Metal** after the battle.

+++ Armlock +++

Deliver the metal to Mirage in her lab. You'll also get an **NPID**, a full access pass to Fun City. Now you can enter Fun City without paying for tickets. That's also your next destination to get over there as well. It's just nearby Armlock.

+++ Fun City +++

You'll be taken to the arena. You'll undergo intense training for three days. Just then Mirage will arrive with new weapons for Rena and Claude. Claude will receive the **Godslayer** and Rena will get **Knuckles of Hope**. You'll also obtain the **Void Matter**. Once in control, save at the savepoint first. You may continue training though you may fight ordinary enemies only. Talk to the attendant and select "Talk to the Nail" to proceed with the story. You'll be in a boss fight afterwards.





BOSS: Zaphkiel

Reward: 21240XP, 50000F, Faerie Elixir

You should be able to deal normal damage to the Ten Wise Men from here on out. Like the other Wise Men, he moves quickly around the battlefield so have one of your fighters equip the Bunny Shoes (can be stolen from the bunny mascot in Fun City) or just rely on the Godspeed skill to catch up with him. His attacks are close ranged so your spellcasters can safely heal and cast offensive spells at a distance. The best way to stop him from moving around is to sandwich him between two of your fighters or drive him to a corner then pound him as hard as you can. If you have really high or maxed out combat skills like Guard Break, Feint and Power Burst, then multi-hit special arts will do the trick here.

Exit the arena. You can actually rest in the waiting area if you want. Exit the building and prepare for another boss battle.



BOSS: Jophiel

Reward: 24485XP, 54000F, Velvet Tear

This should be easy if you're able to dispose Zaphkiel with ease or minimal effort. His all-party attack isn't that very damaging and he's pretty to stun as well. Just keep your attacks and he shouldn't have any chance of retaliating at all.

Your next destination is Armlock. Make sure to be prepared and you saved your game before entering the town. You should find the 3rd wise man there.



+++ Armlock +++



BOSS: Metatron

Reward: 29025XP 58000F, Potion of Merlin

This boss is a bit tougher compared to the first two you have faced. This is because he can lift a barrier that will render him invulnerable for a short period. Your team mates will most likely continue to attack him so keep your distance and take care of the healing. Again, multi-hit attacks are pretty effective against this boss since each hit has a chance to stun him or break his guard. This will provide more than enough time for your spellcasters or other fighters to take advantage of the opening and continuously deal damage to the boss.

Three Wise Men down. Watch the following scenes. Once in control, attempt to leave the town. Nall's messenger will deliver a message. Your next destination is *L'Aqua*.

+++ L'Aqua +++



L'Aqua is located northwest of Fun City. Make your preparations then enter it when ready. Once inside, go to the door to the upper right to reach the infirmary. Nall is found there. He'll ask if you're ready or not. Well, this is a good time to clear all sidequests or check whatever extra/optional stuff you need to do. This is the "point of no return", since you can still roam freely even when exploring Phynal. If you're ready to proceed with the story, choose the first option.

The next day, the second invasion of Phynal will begin. Watch the following scenes. To return to the "outside" world, talk to the guy to return to L'Aqua. You can do this whenever you want to. Anyway, exit to the world map. Don't forget to save since there is a boss battle waiting for you inside...



+++ Phynal +++



BOSS: Zedkiel, Raphael, Camael

Reward: 21240XP, 70000F, Sacrificial Doll x3

This battle can be a little tedious with all different stuff happening at the same time. If you have another powerful fighter, I suggest bringing three fighters here and a healer. Control your healer and take care of the healing. Don't forget to use support and recovery items as needed since you'll need to back your allies up with spells. Otherwise, if your characters are pretty over-leveled at this point, you won't even notice that two out of the three wise men are already missing a few seconds after the battle started.

Here in Phynal, transporters are your only means of traversing from floor to floor. The real challenge however, is finding the correct one. Follow this walkthrough to obtain all the items as well as finding the correct transporters needed to further explore the dungeon.

1F

After the battle, exit and save your game. Now, enter the door then go right along the hallway then take the path up (the hallway to the right leads to an empty room anyway) Enter the first room that you'll come across and grab two items ([Mithril Shield](#), [Symbology Dictionary](#)). The path to the upper right leads to an elevator but I suggest not taking that yet. Backtrack to the previous area then go left, past the central door. Take the leftmost door and enter the first door to find three more chests. ([Spark Whip](#), [Nuclear Bomb](#), [Shadow Cross](#)) Exit the room and continue to the left. Take the transporter there to reach the next floor.



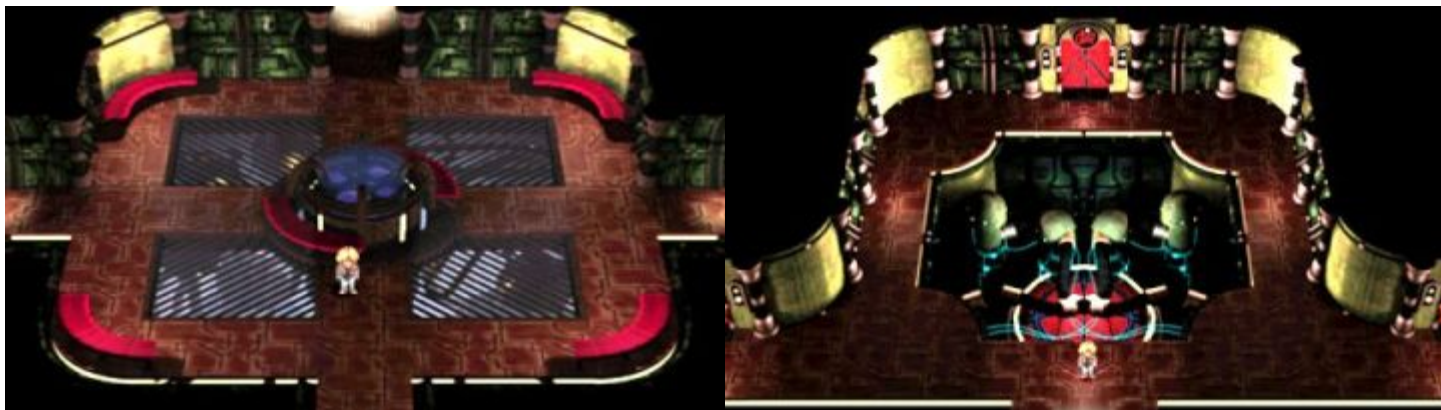
2F

Enter the first door up north to find two chests. (?Item, [Resurrection Mist](#)) Exit the room then enter the door to the right. You'll discover multiple exits. Go up then take the transporter to the 3rd floor.

3F

Move along the corridor beside the waterway and take the path to the upper left. You should reach a large room with four exits. Take the southern path first then take the transporter back down to 2Fa





2Fa

The transporter here only leads to a room with two chests containing [Lotus Eater](#) and [Beta Clip](#). Return to the transporter.

3F

Head back to the large room and take the northern path. Use the transporter to reach the 4th floor (4Fa)

4Fa

You should find three more doors in this room. Enter the left door to find an [Atomic Puncher](#). Exit the room then enter the central door to find yet three more items. ([Mithril](#), [Sylvan Boots](#), [Fists of the Titan](#)). Finally, enter the room to the right to obtain [Rune Shoes](#). Head back to the transporter.

3F

From the large room, take the path the left finally and use the transporter.

4F

Just follow the corridor to reach another transporter

5F

Follow the path until you reach a savepoint. Before you go in, make sure to have equipments and accessories that will boost your resistance against fire. You will need it for the incoming battle.

BOSS: Michael, Haniel

Reward: 54575XP, 65000F, Faerie Tear

Michael is capable of using Spicule, a very powerful, fire-based attack. Haniel in the other hand is capable of inflicting poison and stone ailments through his large beam. Michael seems to be immune against spells which makes it harder since that means that you can't interrupt him which spell damage.

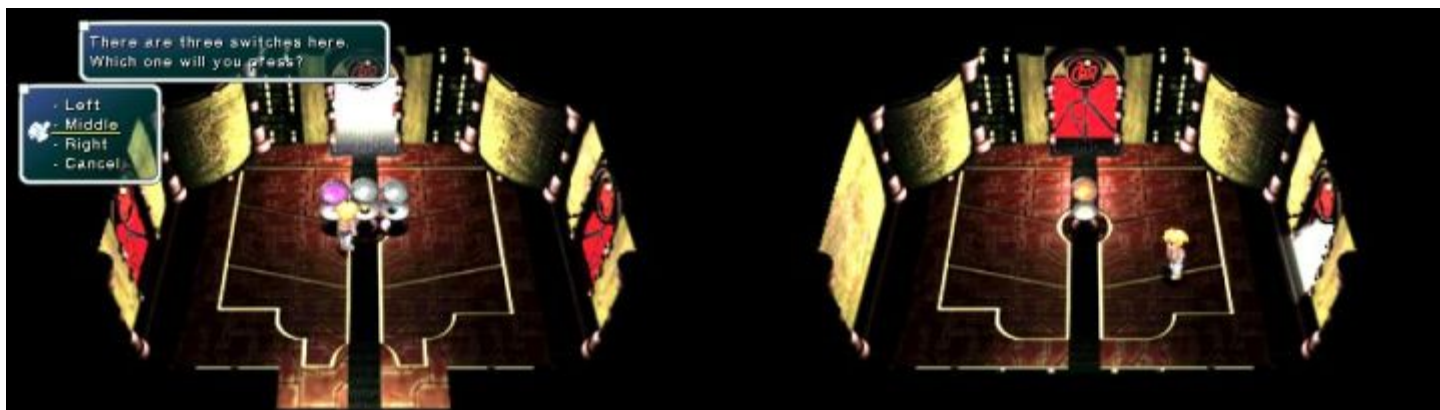


His Explode attack is quite damaging as well so you may want to take care of the healing as needed. That said, these two are also good at close range. Three fighters are recommended in this battle so that they'll be busy. Don't let either one of them remain idle otherwise; they'll use nasty attacks as described above.

Go back and save at the save point. Head north and use the transporter to reach the next floor.

6F

This floor has switches that when activated, will open and/or close various doors throughout the area. Follow the instructions below to completely navigate the area and obtain all the items.



1. Go right, then up, activate middle switch
2. Go to the right, activate right switch. Continue up until you reach three chests. (Medicine Bottle, Refreshing Syrup, Bouro) Return to the switch and choose middle this time.
3. Go to the left then activate left switch.
4. Go down, then left two screens. Press the only switch (yellow).
5. Go right twice, then up, activate middle switch. Go left twice and activate the only switch. (green)
6. Go to the right twice, then activate the left switch.
7. Go up, then left. Activate right switch.
8. Go left then up, press switch (purple)
9. Go down, then right. Activate left switch.
10. Go right, down then activate middle switch.
11. Go right, then down to activate last single switch (red)
12. Up, left, activate left switch
13. Up, left, up activate middle switch

Follow path to reach transporter.

7F

Keep going left then up to the northern room. Grab the [Gigawatt Stunner](#). Backtrack, keep going right this time until you reach a savepoint. Save your game. If you had problems with your previous fight, then you should take precautionary measures for the upcoming boss fight as well. The next boss relies on heavy, wind-based attacks so change your equipments to nullify or resist wind damage.



BOSS: Lucifer
Reward: 135700XP, 80000F

You should have at least 3 fighters in this battle since you'll really need to continuously hit him with attacks in order to daze him and prevent him from attacking. When left alone, Lucifer will most likely teleport around the place, dealing light damage, or even cast an insta-kill spell that has a high success rate. Once he casts Wind of Destruction, he'll be immune to any kinds of attacks, making that spell uninterruptible. It does major damage to every member of the party so having Rena in this battle is necessary. If your party can endure the damage, you may just switch Rena with any of your offensive spellcasters or a fourth fighter. Since this boss loves to teleport all around the place, having fighters with maxed out Godspeed skill or Bunny Shoes equipped will help tremendously in keeping Lucifer at bay, even sandwiching him in between and trapping him in your attacks. Don't forget to use an experience card in this battle; Lucifer won't drop any items but will reward you with tons of experience instead.

Backtrack to the savepoint and save your game. Go past the room where you fought Lucifer, then go right to find a [Thunderclap Rod](#). Go to the left this time and follow the path to the transporter.

8F: Just follow the straightforward path to reach the transporter for the next floor.

9F: Enter the first door you'll see. Obtain a [Dueling Helmet](#) and [Philosopher's Stone](#). Continue to the right, and follow the path to reach the transporter leading back to 8Fa.

8Fa: Follow the path from the transporter, continue following the corridors until you reach the last savepoint in the game. There is one major optional stuff you can do but I'll discuss that on a separate section. For the meantime, save your game, then continue to the left. You should find two doors; the leftmost one contains: [Dueling Suit](#), [Goddess Statuette](#) and [Stone Cure](#). The other one contains: [Potion of Epiphany](#) and [Athelas](#). Backtrack to the savepoint, have your best party ready and enter the door. Go up three sets of stairs to face the boss.



BOSS: Gabriel
Reward: 177000XP

One of this boss' most annoying and deadly attacks is a halo that increases in diameter, dealing continuous damage to anybody that gets caught in the circle's expansion. Unless you have high defense rating, it will surely kill any character caught in it in seconds. If you're unlucky, he'll use an earthquake spell that will deal maximum damage to your average-leveled party, wiping them out instantly. Gabriel's spells will also hurt a lot so I suggest you pummel him with three fighters or cast spells continuously with your spellcasters. After losing half of his HP, Gabriel will unleash his second form. His stats will greatly increase of course, his attacks and spells deal more damage and he has a new attack that can deal severe damage to your party. If you manage to get him trapped between your fighters, make sure he doesn't escape by continuously using multi-hit arts. Maxed-out Feint and Guardbreak skills for your fighters will really help a lot in keeping Gabriel at bay.

Watch more scenes and depending on your character relationships, you'll see various endings.

CONGRATULATIONS FOR FINISHING THE GAME!



Maze of Tribulations

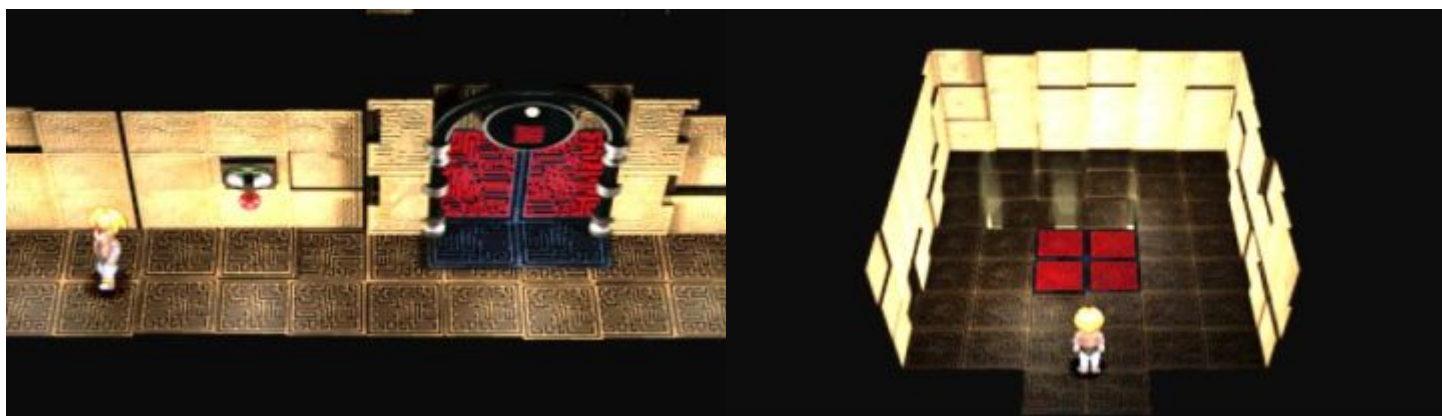


After reaching the last savepoint (the savegame file turns into blue when you saved it), exit Phynal and head to Fun City. In Fun City, go to the arena and talk to the old guy in the back section. He'll mention that he can bring you to the past. Agree twice and you'll be taken back to Expel. Just talk to Dumdum the penguin in Arlia to return to the Nede. Now you can access the only secret dungeon in the game. Beware though; the enemies here are unforgiving so make sure you're at least LV80 before you can start navigating. There are **no savepoints** in this dungeon so you'll need to make a quick trip down to the first floor to exit the Maze or use an (expensive) item to instantly teleport you to the entrance. There are 13 floors in the Maze and are separated by sections. Here, you'll find insanely powerful equipment, new spells and killer moves for some characters and a lot of experience as well. To reach this dungeon, fly to the desert island in the southwestern side of the map. You should find a pyramid enclosed behind some rock formations.

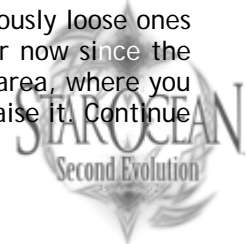
Before you go to a deep exploration, I suggest fighting a few battles near the entrance to increase your levels and learn new skills. One very skill here is the Familiar skill which allows you to call a bird to do a shopping run for you. The items the bird can carry are limited but they'll be very handy once you're deep in the dungeon. However, if you have the Pixie and Sprite Bracelets equipped, your inventory should be full of various recovery items like Sour/Sweet Syrup, Angel Statuettes, Blue/Blackberries, etc.

1F Ruins of Symbols

Go north, then grab the **Nectar** in the small open room. Continue to the right and grab the chest containing the **Combo Substitute**. Go down from here, then continue to the right to reach a dead-end with a chest. (**Nuclear Bomb**) Return to the previous screen, then go down. Grab the **Tri-Emblum** from the chest in the lower room. Enter the room up north to find two more chests. (**Sirloin** and **Wonder Drug**) Keep going to the left this time, past the lever (don't touch it yet) until you find two openings. To the upper left is a chest containing **Blueberries**.



Take the upper right to find two more openings. The room to the left contains red tiles and some obviously loose ones as well. This is a shortcut that will give you access to 9F; however, I strongly suggest to ignore it for now since the enemies in 9F will surely kill you with ease. The path to the upper right leads you back to the starting area, where you can save before fighting the boss on this floor. When ready, return to the red door with the lever and raise it. Continue through the door to face the boss:





BOSS: Dark Enchantress, Phantom Knight x2
Reward: 110670XP, 22400F

The two knights are just common enemies here so if you didn't have any problems dealing with them, then you can easily dispose them and concentrate on the main boss. The boss can petrify party members if her attacks connect but that won't really happen especially if you're pummeling her with continuous attacks. Her Demon's Gate spell is really dangerous but fortunately, it takes a long time for her to cast it, giving you more than enough time to interrupt her.

You'll also obtain another pair of **Bunny Shoes** (the first one can be stolen from the bunny mascot in Fun City) Equip it to another of your melee fighters to increase their speed dramatically. You can return to the entrance to save your game if you wish, then continue to the 2nd floor.

2F Lover's End

There is a puzzle that needs to be solving in order to get past this floor. The clue is engraved in the stone tablet near the entrance. Read it if you wish to solve the puzzle by yourself. Or if you want to solve it easily (like a majority of people do), follow these instructions:



1. Go to the left, then down. Continue down (past the statue named: Filia) to the lower room to find a statue named **Yuffie**. Rotate this statue **south**.
2. Continue down to the next area. Examine the statue named **Lloyd** and have him face **east**.
3. Continue to the right to immediately find **Cistina**. Rotate her to face **south**.
4. Return to the previous room, past Yuffie and examine the statue of **Folia**. Rotate her to the **east**. Enter the room above her to get **Reflecting Plate** and **Resurrection Mist**. Exit the room.
5. Go to the right, then down until you reach a dead-end with the statue of **Sharon**. Have her face **west**. Return to this section's starting area where the stairs and tablet are located.
6. From the tablet, continue to the right this time and open the chest south containing **Organic Vegetables**. Continue to the right, then down to find the statue of **Milena**. Have her face **south**. Further down is the statue of **Luke**. Have him face **north**.

When done correctly, you should hear a chime and a door opening at a distance. Exit the maze and save your game if you want then continue to the newly opened door to face this floor's boss.

BOSS: Blood Gerel, Hunter Slime x4
Reward: 44625XP, 24000F

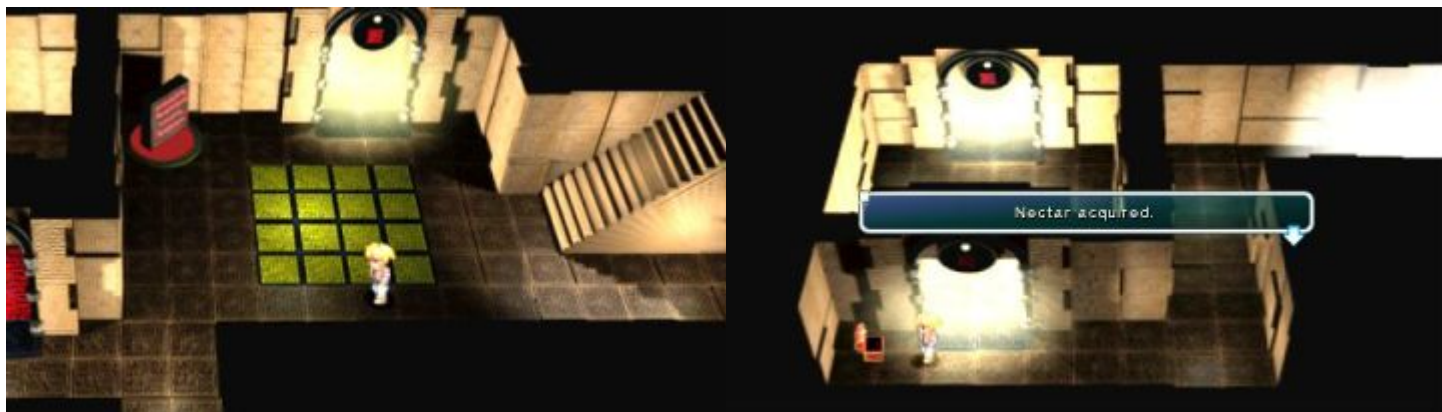
Nothing much can be said about this boss. Its pretty weak and even its minions are capable of multiplying, this battle wouldn't even last a minute. Just keep attacking and it will be defeated in no time.



You'll obtain the [Seraphic Garb](#) after the battle. Though its defense rating is 100pts less than the Battle Suit, it does give fire and light resistance, as well as multiple bonuses to other stats as well. But the best thing about this armor is that the wearer's defense will increase as his/her HP decreases. Its one great piece of armor at this point of the game so make sure to have it equipped. Save first if you want then go downstairs to 3F.

3F One-Path Cave

In order to open the door leading to the boss, you must go through each room in the cave without visiting single room twice. If you made a mistake, just return to the second floor to reset the puzzle. The yellow tiles on the floor will turn red as you visit each of the rooms available. Just follow the guide below to help you navigate this floor:



1. From the starting point, go **up** the door, then **up** again.
2. Go **left**, then **down**. Grab the [Ring of Lightspeed](#) and [Nectar](#) from the two chests inside the open room. Continue **down twice**.
3. Grab another [Nectar](#) in this room. Go **right three times** from this room to reach a dead-end with [Dream Crown](#), [Sirloin](#) and [Wonder Drug](#).
4. From the dead-end, go **up four times** then **go left**.
5. Go **down** and open the chest to get [Sylvan Mail](#). Go **down** from this room.
6. Finally, go left. You should hear a chime confirming that the puzzle is complete.

I suggest heading back to the entrance and saving your game since the next bosses are annoying cheaters that may put your party to danger.





BOSS: Dream Caster x3

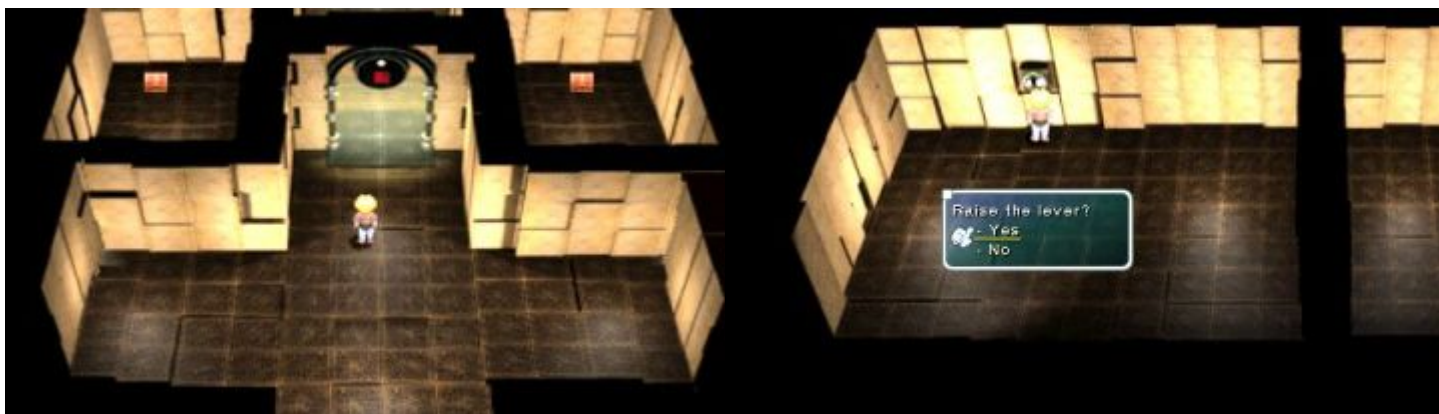
Reward: 107100XP, 90000F, Magic Gumdrop x2

These bosses are capable of freezing your entire party for a brief period of time. It is possible that they keep your party frozen continuously by using that same attack over and over again. Bring three fighters in this battle and manually assign them to attack each of the Dream Casters. Control your magician and force him/her to cast a light and fast spell, just to interrupt the enemies.

You'll obtain another **Magic Gumdrop** as a reward from defeating the bosses. Save your game if you wish, then go down to the next floor.

4F *Altar of the Dancer*

Go up a bit and you'll spot two chests in completely enclosed rooms. The trick to pass through their hidden entrances located to the south of each room. Grab Leon's **Extinction** spell and **Nectar** from the chests. If you don't have Leon in your party then you won't be able to open the chest. Extinction is a very powerful spell but does consume a lot of MP so make sure Leon has Emerald/Fairy Ring equipped.



Enter the room to the upper right and upper left to grab the **Mallet Charm** and **Onyx Earring** respectively. Go to the right and grab the **Organic Vegetables** and **Resurrection Mist** from the two chests. Enter the door north, pass through the wall and raise the lever in the other side. Exit the room and continue to the right. Go up again to reach a room with **Seraphic Garb**. Backtrack to the main room.

Enter the central room to speak to the Lady of the Dance. She'll you to play a special music for her. Choose somebody in your party with LV10 Music, as well as with Rhythm/Listening talents. If she was satisfied with your performance, you'll receive a rare musical instrument called **Mystical Shamisen**.



Head to the left side this time, then continue north. Prepare for a boss battle. Hug the wall until you go through the hidden path to find the boss and the stairs going down.



BOSS: Mirre 32
Reward: 119000XP, 50000F

This boss is quite fast so use spells to stop its movement. You should be able to keep up with this boss with two fighters with Bunny Shoes equipped. Have some recovery items ready since its attack can also inflict various status ailments. Its normal attack can deal severe damage so keep your party healthy always.

Unfortunately, you won't get anything for this battle. Save your game if you want then head to the next floor.

5F *Woman's Revenge*

Grab the **Refreshing Syrup** and **Ring of Lightspeed** from the chests near the entrance. Continue north along the path to meet a little girl. Her name is "Puffy" (She has her own mini-game back in Star Ocean First Departure) and second answer is "Beasts". You'll need to battle a powerful beast (Phantom Salamander) but you don't need to do anything; just escape.



From your position, go to the right and enter the door north to get a **Wonder Drug**. Exit, then grab the **Sirloin** from the chest in one of the rooms. Exit to the right then grab the **Seraphic Garb** located in the upper right. Continue down south, and exit to the lower right. Go to the right a bit then south to find Puffy in the large room, attacked by an hourglass monster. You'll have an option to save her or leave her be. Choose to help her. After defeating the enemies, Puffy will run off but she will drop the **Phantom Slayer**, capable of killing any enemy with "Phantom" in their names. Have somebody equip it then continue to the west twice.

Go down (the door behind you will close) then continue to the left. Go down again and follow the hallway to reach two chests behind a false wall. Grab the **Faerie Ring** and **Nectar**. Exit this room and continue north. Go west this time and you should find yourself back in the starting area. Get ready and take the middle path to the right. You should find the Phantom Salamander that almost massacred you earlier. Just have the character that has the Phantom Slayer equipped attack the beast and the battle should end in a few seconds only. You'll obtain the **Orb of Fire** after the battle.





Exit left, then take the upper right path. Go down, then right, then follow the corridor and exit to the lower right. Examine the red door to open it. Continue to the next floor.

6F Nest of Thieves

If you did the "Ruddle the Traveler" sidequest early in the main game then you should equip the Scumbag Slayer while you explore this floor. There is another one you can get on this floor but you should escape your battles especially against the gray metallic scum enemies. They are very dangerous and unless you have the Slayer, you don't have any other means of defeating them. However, they drop huge amounts of experience so it's really worth defeating them anyway.

Take the path to the upper left. Continue to the left to find a room with lots of statues. From time to time, a merchant appears here and he carries some of the rarest and most expensive items available. He doesn't appear always so make sure to grab everything you can afford. From that room, head north. Go left from the split and grab the [Dream Crown](#). Head to the right this time to get an [Antidote](#). Go back the statue room and examine the statues until you find the one with the button. Press it and continue to the lower left. Enter the door and continue north to face Thieving Scum LV99.



The hard thing about this battle is that you'll start ambushed and they have an hourglass enemy along with them that can conveniently stop time and leave you open. Just have your fighters concentrate on the hourglass first or control your spellcaster and cast some fast spells.

You'll obtain another [Scumbag Slayer](#) in this battle. To the upper left is a portal that will warp you out of this dungeon. If you haven't saved for a while then use this opportunity to save your game. Take the stairs to the upper right to reach the next dungeon.



7F Altar of the Goddess

You may want to keep your Scumbag Slayer equipped here since the 'boss' scum you have fought earlier are common enemies here. They drop tremendous amount of experience so defeating them in battles are really worthwhile. Continue north of the stairs until you find an altar. Go to the left, then enter the door north to find [Organic Vegetables](#). Go down then enter the room in the middle right to get [Mallet Charm](#). Continue south and grab another [Phantom Slayer](#) inside an enclosed room. Go back to the altar then go right this time.



Grab the [tri-Emblum](#) from the chest inside the room along the way. Continue to the right next, then go down from the split. Grab the [Refreshing Syrup](#). Go down to the next screen to find two chests. ([Marenne Oysters](#) and [Resurrection Mist](#)) Go back to the split then continue to the right. Enter the enclosed room from the south to get the [Flawed Orb](#). Now, have someone with LV10 Crafting skill work on the Flawed Orb to get an [Orb of Fire](#). I am not sure if there is a possibility that you'll fail for working this one but I still saved outside just in case. Now put that orb in the altar to open the door and to face the boss.



BOSS: Mithril Eater
Reward: 71995XP, 64000F

This boss is the upgraded version of the one you fought in Minae Cave. If you think your party's level is high enough, then going all-out with four fighters is a great idea. Otherwise, keep a healer on standby. Use support items at the start of the battle; anything that can increase your stats would be good. Its Pain Release move is really devastating. Even with max HP, expect solid 6000-7000 worth of damage. Not only that, it will also inflict poison as well.

You'll obtain Celine's [Mindhealer](#) staff; her most powerful weapon. There are chests in the upper left so make sure to grab them as well. ([Bunny Shoes](#), [Sunset Island](#), [Crazy Cow](#))

8F God of Food

Grab the Lavender from the chest behind the stairs. Go up north twice. Go all the way to the right to find two chests behind a false wall. Grab the [Seraphic Garb](#) and [Amoeba Soup](#) from them. Return to the previous room then go all the way down then go right to find a [Scumbag Slayer](#) by the dead-end. Return to the previous room then take the lower left path this time. Go through the door then to the left again. Grab the two chests from the enclosed rooms. ([Slimy](#)

Gelatin and **Ooze Cocktail**) There is also another chest to the north containing a second **Mindhealer**. Go south to find three more chests. (**Refreshing Syrup**, **Wonder Drug** and **Marenne Oysters**) Exit north afterwards.



Enter the northern door to obtain **Legendary Otoro** and **Mallet Charm**. Exit this room and continue to the right to find the God of Food. Talk to it and feed it different kinds of food until it mentions that it can't find anything delicious. New items will appear from the list so feed it with anything awful (like **Mandrake**, **Old Milk**, **Pet Food**, etc) Puffy will appear from behind the tablet and the door leading to the boss will now open.



BOSS: Elysian Slug
Reward: 90000XP, 42000F

BOSS: The ability of this boss is that it can swallow your characters whole, leaving them out of the battle. You can still make it spit out your swallowed characters by attacking it continuously with long-range, multi-hit special arts.

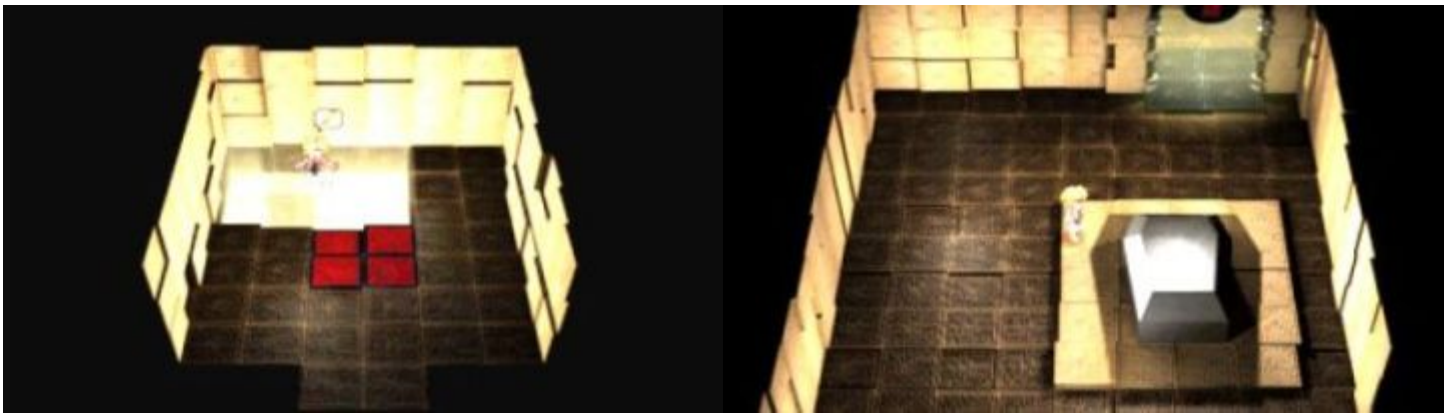
You'll obtain a **Gelatin Steak** after the battle.

9F - The Sealed Casket

By clearing this floor, you can use the shortcut on the first floor afterwards. To use the shortcut on the first floor, walk (press and hold circle) on the loose blocks above the tiles till the floor gives way. Also, there is no boss in this floor (for the meantime). To start off, go to the right past the path going down until you reach a chest (**Artemis Leaf**). Go through the false wall just north of the chest to reach **Valiant Boots**. (This is a perfect replacement for the Bunny Shoes since not only does it increase your character's movement, it does offer a considerable defense boost as well) Go left twice, and then north; grab the **Resurrection Mist** along the way.

Continue up, then right, down then right again. Continue to the right, past the door. Go up, right and down again to reach the **Wonder Drug**. That's all the items here in this dungeon so backtrack the door along the narrow hallway and enter it. Continue north past the coffin and take the stairs down to reach the next floor.

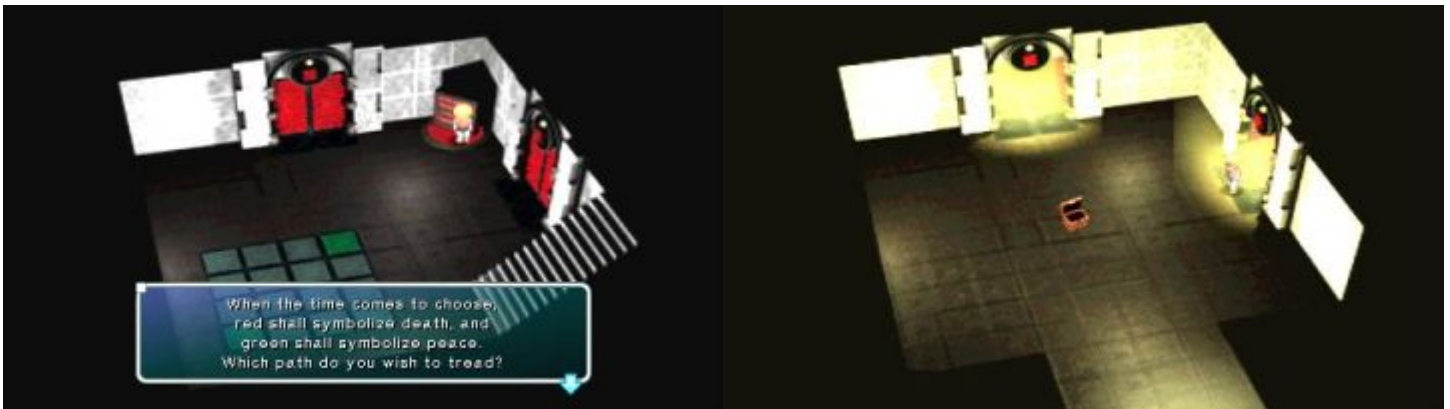




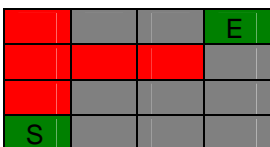
10F - Moment of Courage

Be careful when exploring this floor; the common enemies here always have the potential to wipe out your party in the most unexpected ways so make sure to return to the entrance first (by using a Jewel of the Frog item that can be bought from Santa the merchant), save then use the 9F shortcut before thoroughly exploring this floor. As a general piece of advice: DO NOT LET THEM SURROUND YOU.

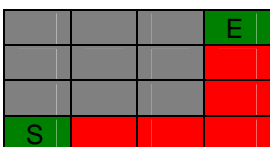
As you can see, there are tiles in the floor. These tiles represent the rooms available in this floor; the lower left-hand tile is the starting room while the upper right-hand tile represents the room with the stairs leading to the next floor. Stepping on the tiles will unlock the path between the rooms though you can only step on 5 tiles total. You can reset the tiles by going back to the previous floor and to collect all items in this floor, you must reset it at least once.



To start, follow these directions to collect all items and to clear this dungeon. The red tiles shown in the following diagrams are the ones you need to step on. Obviously, the "S" green tile is the starting tile while E is the exit. Also, avoid staying in the "yellow" rooms since it will continuously drain your party's HP; likewise, avoid staying inside "red" rooms since your HP/MP will be drained as well. Gray rooms are normal ones so you don't need to worry.



Using the first diagram, go north twice to get [Scumbag Slayer](#) (yellow room). Go north again to get the [Bunny Shoes](#) (red room). Go back down then go right twice to get [Valkyrie's Boots](#) (red room). Return to the entrance, then take the stairs to go back to the previous floor to reset the tiles. Next, follow the diagram to reach the exit.



The next path is pretty much straightforward so quickly grab the items along the way and keep your HP up by using items in your inventory. Go to the right and grab the Refreshing Syrup (yellow). Go to the right (red room), then take the path down to find three chests ([Rainbow Diamond](#), [Valkyrie's Boots](#), [Philosopher's Stone](#)). Go up then continue to the right. Grab another pair of [Valiant Boots](#) along the way (red room) then continue up.

Grab the [Organic Vegetables](#) to the right, enter the room to the upper right. Celine's [Mindhealer](#) can be found here, as well as her most powerful spell: [Meteor Swarm](#). If you don't have her in your party, then you won't be able to get it. Continue up to reach the final room. The chest here contains Ashton's ultimate killer move. If you don't have him in your party then you won't be able to open it. Make sure your party's healed because when you take the stairs down, it's boss battle time.



BOSS: Geo Guardian
Reward: 180000XP, 100000F

This is the same as the guardians you have fought in the Fields so you can use your old strategy. Corner it with your fighters and keep attacking so it can't transform. (and put your party to danger) Its attacks are pretty devastating so you'll need to keep everybody's HP up. As long as you have three fighters and you continuously attack it with multi-hit killer moves, you should be safe and this boss won't have the chance to attack.

After the battle, I strongly suggest returning the entrance and saving this you will be in another boss battle immediately after reaching the next floor.

11F - Dragon's Den

Continue along the hallway and exit north. In the next screen, the boss is waiting. Approach it to start the battle.



BOSS: Dragon Tyrant
Reward: 1.08 million XP, 1.2 million Fol

This battle is probably the start of your nightmares. Well you should have expected it since you're already 11 floors deep inside a dungeon crawling with crazy monsters. Start this battle by using an Experience Card. This boss' breath attack deals multiple damage, with a chance of petrifying your characters so equipping Amulet of Flexibility to your fighters is a necessity in this battle. If you have a long-range attacker like Opera or better yet, Ernest, then you should concentrate in providing fire support from a distance. Using multi-hit attacks will keep the boss from moving or attacking so as long as your attacks were able to stun him, then you shouldn't have any problems keeping him at bay.

After defeating the boss, your party will learn the **Backstab** skill. This skill will randomly teleport your character to the back of the enemy to catch them off guard.





Approach the door and you will be denied entry. What you need to do is to reach this floor with only two characters. To speed things up, use the 1F shortcut obviously. If Claude is your hero, choose your second strongest character; or if you want to play it safe, bring Rena along. In the other hand, if Rena is your heroine, then bring along your strongest melee fighter. Use the portal and return to the entrance. Save your game. Enter the Maze again and you'll be asked if you want to proceed with a partner. Choose your partner and make way to the 11F again. The door should be open by then.

12F - Warrior's Temple

Go up from the stairs and you'll find yourself in the middle of a 3-way intersection. Go to the right to find to grab a [Battle Suit](#) and [Bunny Shoes](#). Go to the left to find two chests; one with [Valkyrie's Bracelet](#) and another [Battle Suit](#). Prepare your team and go up to face a boss.



BOSS: Phoenix

Reward: 1.05 million, 500,000F, Holy Sword Farewell

If you have Claude, you'll need to rely on Rock Explosion to deal damage to this boss. Its primary attack is pretty damaging so you'll really need to keep your HP, almost at full. Long range attackers will own this boss, specifically Opera with her Tracking Plasma. Keep attacking this boss to prevent it from damaging your characters; as long as your attacks keep connecting and stunning it, then you should be able to corner it for the whole battle's duration.

As a reward, you will get the [Holy Sword Farewell](#), one of the strongest weapons in the game. Now your job here is done; you should return to the entrance and regroup with your team mates. Don't forget to save your game; now head to the room with the large casket back in 9F.



9F - The Sealed Casket



BOSS: Sorcerer, Dreamcaster x3
Reward: 354000XP, 390000F, Levantine

This battle isn't that really hard as is; however, since there are three Dreamcasters along with the main boss, this battle can quickly escalate into a struggle. Bring at least one spellcaster and manually control him/her. Use weak but fast spells to prevent the Dreamcasters from stopping time and leaving your characters open. If you have several Magical Gumdrops, you may use them as well to gain a few second's advantage. The objective of this battle is to get rid of the dreamcasters as quickly as possible. Their HP isn't that much so they can be taken care of in a few seconds time.

This boss may drop a Valiant Mail upon defeat. After defeating him and his minions, you'll receive the most powerful sword in the game: **Demon Sword Levantine**. Now you can either go back to the entrance and save or head directly to 12F to face the Phoenix once more.

12F - Warrior's Temple

You'll need to defeat the Phoenix once more in order to access the next floor. Defeating it should be a lot easier with a full party at your disposal. Examine the door to open it and go downstairs.

13F - Cave of the Archangel

Congratulations for making it this far. There are a handful of items you need to collect first but before facing the boss of this floor, I suggest saving your game first. Start by going up, right then down twice. Grab another **Valiant Mail** from the chest. Continue to the left then raise the lever to the north. Return to the main path, then go to the left this time. Grab the **Valiant Mail** along the way then raise the lever to the north as well. Make sure your recovery and revival items are at full stock before facing this boss. Enter the main door in the center to face the boss.



BOSS: Gabriella Celesta
Reward: 660000, 80000, Holy Sword Farewell

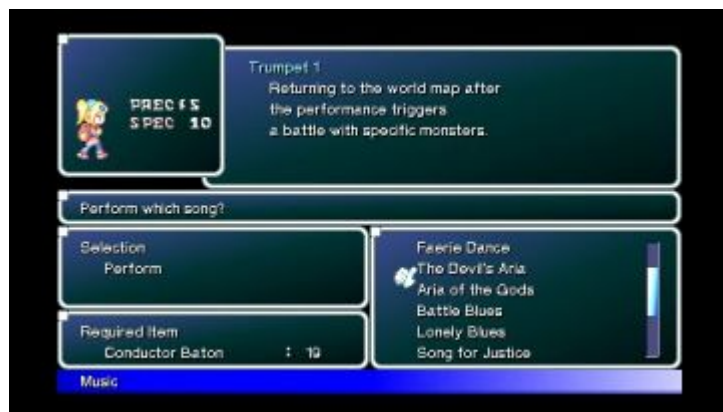
This boss is ridiculously fast and her attacks are devastatingly powerful. You must equip Claude with the Levantine sword here, as well as anything that will further increase his damage potential. Don't hesitate to use all the rare and uncommon support items you have in this battle. Keep everybody alive and healthy all the time since this boss is pretty much all over the place. Turn off Faerie Healing on Rena but leave Faerie Light alone. The reason for this is that this boss is capable of dishing damage faster than you can heal single-handedly. Next, have your make sure your turn off healing arts for your fighters; otherwise they'll waste precious seconds, not to mention that their healing arts are not that effective in the first place. Turn off your melee fighters' arts since they'll literally need to chase Gabriella around in order to land a hit. They should be able to keep up with her with Valiant/Valkyrie Boots equipped. Another annoying and dangerous thing about this boss is that she can block your attacks with great efficiency while releasing small projectiles, inflicting considerable damage. You'll need to switch in between characters and use items in between attacks in order to survive this battle; brute force won't win you. Just like before, three fighters are necessary here, each of them capable of dealing multi-hit, mid-long range attacks. Once you sandwiched her between your fighters, control your healer and keep everybody's HP up. Use items in between and use Buffs like Angel Feather whenever you have the chance.

You will obtain the **Silver Trumpet** as your reward for this battle. Examine the chest behind her to obtain the most powerful accessory in the game: **Archangel's Bracelet**. This magnificent piece of accessory absorbs fire damage and halves all other elemental damage. It will also imbue your weapon with the power to spray little projectiles, similar to the Aeterna; not to mention some neat stat bonuses as well.

Congratulations for completing the dungeon!

DEFEATING ISERIA QUEEN

Now, there is one thing remaining for you to do; defeating Gabriella's alter-ego. She's not located in any dungeon but she needs to be summoned instead. First, have somebody with LV10 Music skill compose "**The Devil's Aria**" from the Silver Trumpet. To increase your chances of summoning her, the character that plays the music should have *Listening* and *Rhythm Sense* skills. If not, you can just need to "unlock" that talents by playing the Orchestra music first, then play any song from the Music Skill. As a sidenote, the second song (Aria of the Gods) that can be composed from the Silver Trumpet will increase your success rates to almost 99% when played while performing item creation/ specialty skills.



Now save your game and play the music in a location where encounters are possible. The person playing the music should have Rhythm Sense in order to successfully summon Iseria Queen. Play the music, return to the world map and a battle will trigger.

First, you should know that Iseria Queen has 33 million HP. Next, is that she is a lot deadlier than Gabriella Celesta in a lot of ways so it is recommended to have your team at level 200+ at least. You can simply train in 7F by fighting Thieving Scums LV99 with the Scumbag Slayers equipped or stay in the 12th floor and use experience cards when facing the Geo Guardians. Her attacks not only deal severe damage but petrify your characters as well; you need to equip your melee fighters with Amulets of Flexibility. However, even with those accessories equipped, it won't provide complete protection against her petrifying attacks.

This battle will literally take a while. Even with high leveled characters, expect this battle to take at least 40 minutes to 1 hour. With that in mind, check your supplies and make sure you have maximum stock of all healing/recovery/support items you can get. Items that will really help you in this battle and you should consider bringing are the following:



1. Faerie Card - item counterpart of Fairy Light [ART]
2. Revival Card - Automatically and fully revives a fallen character. Must be used while the character is alive (once only) [ART]
3. Victory Card - Raises everybody's GUTS [ART]
4. Immunity Pill - prevents status ailments (temporary) [COMPOUNDING]
5. Stone Cure - Removes petrification [SHOP]
6. Medicine Bottle - Removes all status ailments [SHOP]
7. Resurrection Mist - fully revives a character [COMPOUNDING]
8. Potion of Merlin - Fully restores character's MP [COMPOUNDING]
9. Refreshing Syrup - Fully restores character's HP [COMPOUNDING]
10. Potion of the Winds - Raises attack [COMPOUNDING]

Those are just suggestions; however, they will really help you a lot in keeping everybody alive and healthy. Of course, the more recovery and support items you have, the better. I will be outlining the party I've used to defeat her. Of course if you can set your party up better than what I've had, the better.

	Claude	Opera	Ernest	Rena
Level	200	197	158	180
Special (L1):	None	Tracking Plasma	Bed of Roses	None
Special (L2):	None	None	None	None
WPN:	Demon Sword Levantine	Pulse Clip	Cat o' Nine Tails	Emprezia
AMR:	Valiant Mail	Seraphic Guard	Seraphic Guard	Seraphic Guard
SHD:	Valiant Shield	Hand of Kali	Valiant Mail	Hand of Kali
HLM:	Dueling Helmet	Mithril Helmet	Dueling Helmet	Tiara of Isis
GRV:	Valiant Boots	Valkyrie's Boots	Valiant Boots	Witch's Boots
AC1:	Star Guard	Ring of Might	Star Guard	Faerie Ring
AC2:	Archangel's Bracelet	Tri-Emblem	Tri-Emblem	Tri-Emblem

BOSS: Iseria Queen

1.2 Million XP, 500000F, Archangel's Bracelet

As you first noticed, I removed Claude's special arts. This is because the boss tends to move quickly all around the field so you'll need to catch up with her and attempt to land a normal attack. If ever the boss dodges the attack while Claude is using one, he'll be open for a second or two - enough for Iseria Queen to escape or exploit that advantage. The Archangel Bracelet will further increase your damage capability as well as providing you considerable protection as well. Like Claude's Aeterna, the Archangel Bracelet will allow your weapon to shoot projectiles during normal attack. You'll need somebody to attack from a distance, in order to distract Iseria Queen or avoid getting killed in the process. I have chosen the Seraphic Guard instead of the higher def armors like Battle Suit and Valiant Mail. This is because this armor increases it's wearer's defense as his/her HP goes down.

AVOID PLACING YOUR CHARACTERS IN A TIGHT, STRAIGHT LINE. Never forget that. If your characters start crowding in front of the boss, control at one of them and attack the boss from the flank if possible. Iseria Queen has this "Air Slash" -like move that deals heavy damage per hit (and petrifies too) so you'll want to avoid that. Its not cool having all your fighters petrified with critical HP left in one attack.



For this battle, control your healer. This will immensely help you since you can manage what items to use or what spells to cast. Use healing/support items alternately and make sure to cast spells as soon as they're available. This will slow down the battle since you'll need to pause the game every now and then but believe me; it's better than getting your party wiped out within seconds. Iseria Queen has some few spells, but she will only cast them when left alone, especially if all harassing fighters are dead or petrified. Her spells deal massive amounts of damage unless you have equipment that resists all elemental attacks. She still has this spinning attack while trashing around the battlefield. She also has the capability to release damaging projectiles when blocking attacks, similar to the Star Guard. Even these smaller projectiles can petrify your characters as well. Try to trap her between your fighters so you can deal even further damage.

She doesn't have that many attacks but all of them are quite damaging so you'll really need to keep your toes in battle just to survive. I suggest using Spectacles once in a while to keep track how close you are in killing Iseria Queen. Revival Cards (created from Art specialty) play a great role here since it will automatically revive the character it was used on with full HP - very handy. Just continue using support/healing items whenever you have the chance. Continue repeating the process described and you should win this battle.

CREDITS

- Thanks to SNG of IGN for assigning this game to me.
- Eelco of Chaptercheats
- Square Enix for remaking such a great game.
- And to YOU for reading this guide up to this point.

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This is probably the simplest, and cheapest thing to do. A simple "Thank you" email means a lot to me, since it tells me that there are people out there that appreciate my hard work. Though it won't help financially, it is still a big deal by giving me "moral support". :)



Maze of Tribulations

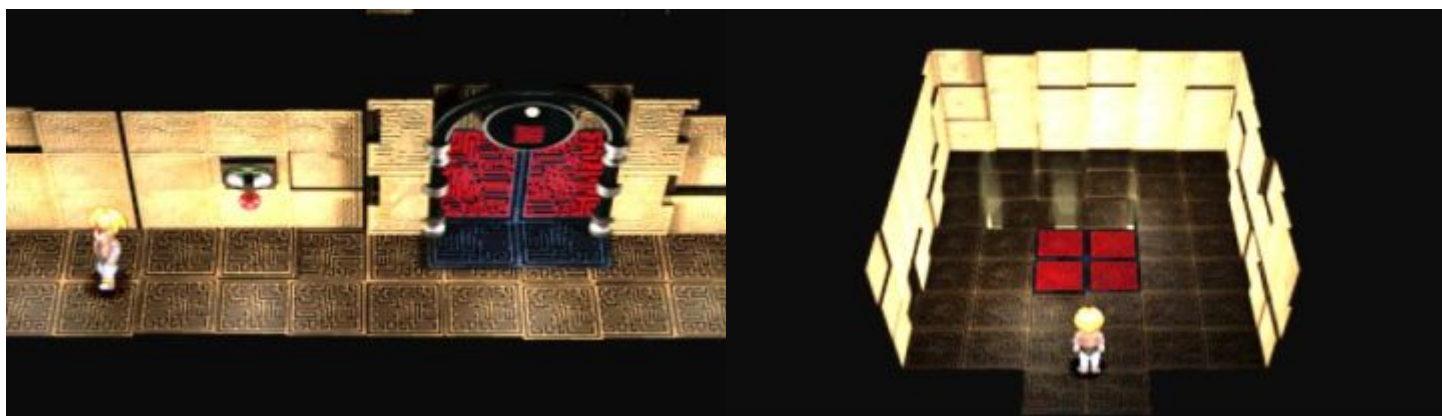


After reaching the last savepoint (the savegame file turns into blue when you saved it), exit Phynal and head to Fun City. In Fun City, go to the arena and talk to the old guy in the back section. He'll mention that he can bring you to the past. Agree twice and you'll be taken back to Expel. Just talk to Dumdum the penguin in Arlia to return to the Nede. Now you can access the only secret dungeon in the game. Beware though; the enemies here are unforgiving so make sure you're at least LV80 before you can start navigating. There are **no savepoints** in this dungeon so you'll need to make a quick trip down to the first floor to exit the Maze or use an (expensive) item to instantly teleport you to the entrance. There are 13 floors in the Maze and are separated by sections. Here, you'll find insanely powerful equipment, new spells and killer moves for some characters and a lot of experience as well. To reach this dungeon, fly to the desert island in the southwestern side of the map. You should find a pyramid enclosed behind some rock formations.

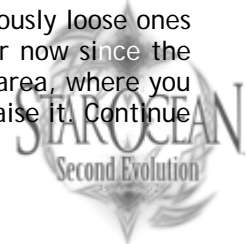
Before you go to a deep exploration, I suggest fighting a few battles near the entrance to increase your levels and learn new skills. One very skill here is the Familiar skill which allows you to call a bird to do a shopping run for you. The items the bird can carry are limited but they'll be very handy once you're deep in the dungeon. However, if you have the Pixie and Sprite Bracelets equipped, your inventory should be full of various recovery items like Sour/Sweet Syrup, Angel Statuettes, Blue/Blackberries, etc.

1F Ruins of Symbols

Go north, then grab the **Nectar** in the small open room. Continue to the right and grab the chest containing the **Combo Substitute**. Go down from here, then continue to the right to reach a dead-end with a chest. (**Nuclear Bomb**) Return to the previous screen, then go down. Grab the **Tri-Emblum** from the chest in the lower room. Enter the room up north to find two more chests. (**Sirloin** and **Wonder Drug**) Keep going to the left this time, past the lever (don't touch it yet) until you find two openings. To the upper left is a chest containing **Blueberries**.



Take the upper right to find two more openings. The room to the left contains red tiles and some obviously loose ones as well. This is a shortcut that will give you access to 9F; however, I strongly suggest to ignore it for now since the enemies in 9F will surely kill you with ease. The path to the upper right leads you back to the starting area, where you can save before fighting the boss on this floor. When ready, return to the red door with the lever and raise it. Continue through the door to face the boss:

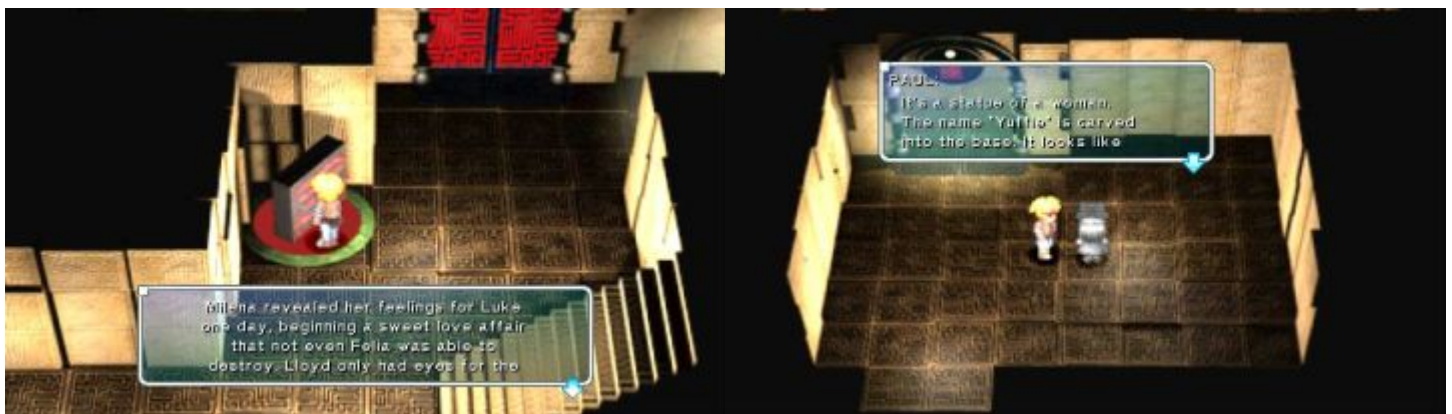




The two knights are just common enemies here so if you didn't have any problems dealing with them, then you can easily dispose them and concentrate on the main boss. The boss can petrify party members if her attacks connect but that won't really happen especially if you're pummeling her with continuous attacks. Her Demon's Gate spell is really dangerous but fortunately, it takes a long time for her to cast it, giving you more than enough time to interrupt her.

2F *Lover's End*

There is a puzzle that needs to be solving in order to get past this floor. The clue is engraved in the stone tablet near the entrance. Read it if you wish to solve the puzzle by yourself. Or if you want to solve it easily (like a majority of people do), follow these instructions:



1. Go to the left, then down. Continue down (past the statue named: Filia) to the lower room to find a statue named **Yuffie**. Rotate this statue **south**.
2. Continue down to the next area. Examine the statue named **Lloyd** and have him face **east**.
3. Continue to the right to immediately find **Cistina**. Rotate her to face **south**.
4. Return to the previous room, past Yuffie and examine the statue of **Filia**. Rotate her to the **east**. Enter the room above her to get **Reflecting Plate** and **Resurrection Mist**. Exit the room.
5. Go to the right, then down until you reach a dead-end with the statue of **Sharon**. Have her face **west**. Return to this section's starting area where the stairs and tablet are located.
6. From the tablet, continue to the right this time and open the chest south containing **Organic Vegetables**. Continue to the right, then down to find the statue of **Milena**. Have her face **south**. Further down is the statue of **Luke**. Have him face **north**.

When done correctly, you should hear a chime and a door opening at a distance. Exit the maze and save your game if you want then continue to the newly opened door to face this floor's boss.

BOSS: Blood Gerel, Hunter Slime x4
Reward: 44625XP, 24000F

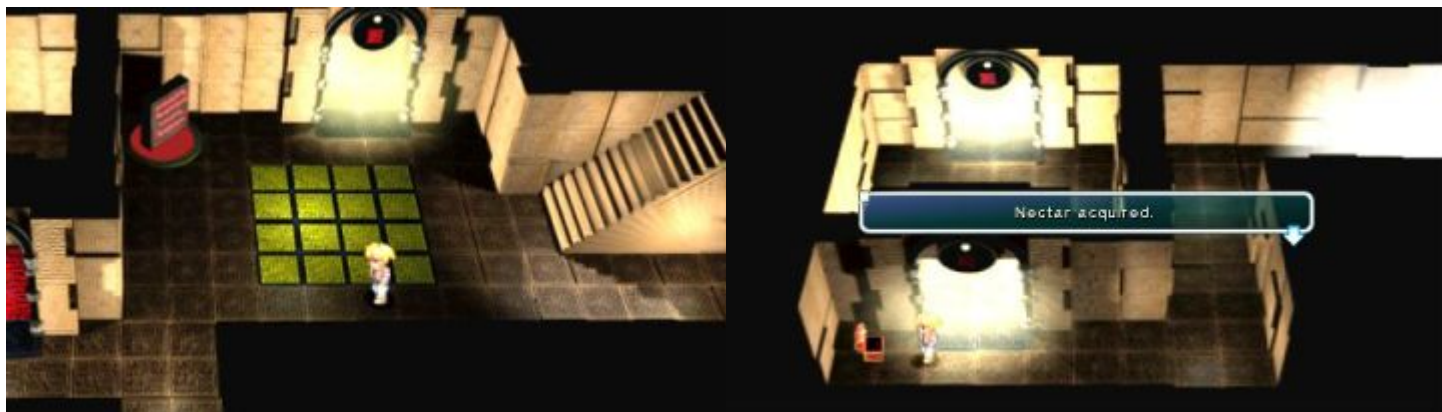
Nothing much can be said about this boss. Its pretty weak and even its minions are capable of multiplying, this battle wouldn't even last a minute. Just keep attacking and it will be defeated in no time.



You'll obtain the [Seraphic Garb](#) after the battle. Though its defense rating is 100pts less than the Battle Suit, it does give fire and light resistance, as well as multiple bonuses to other stats as well. But the best thing about this armor is that the wearer's defense will increase as his/her HP decreases. Its one great piece of armor at this point of the game so make sure to have it equipped. Save first if you want then go downstairs to 3F.

3F One-Path Cave

In order to open the door leading to the boss, you must go through each room in the cave without visiting single room twice. If you made a mistake, just return to the second floor to reset the puzzle. The yellow tiles on the floor will turn red as you visit each of the rooms available. Just follow the guide below to help you navigate this floor:



1. From the starting point, go **up** the door, then **up** again.
2. Go **left**, then **down**. Grab the [Ring of Lightspeed](#) and [Nectar](#) from the two chests inside the open room. Continue **down** twice.
3. Grab another [Nectar](#) in this room. Go **right three times** from this room to reach a dead-end with [Dream Crown](#), [Sirloin](#) and [Wonder Drug](#).
4. From the dead-end, go **up four times** then **go left**.
5. Go **down** and open the chest to get [Sylvan Mail](#). Go **down** from this room.
6. Finally, go left. You should hear a chime confirming that the puzzle is complete.

I suggest heading back to the entrance and saving your game since the next bosses are annoying cheaters that may put your party to danger.





BOSS: Dream Caster x3

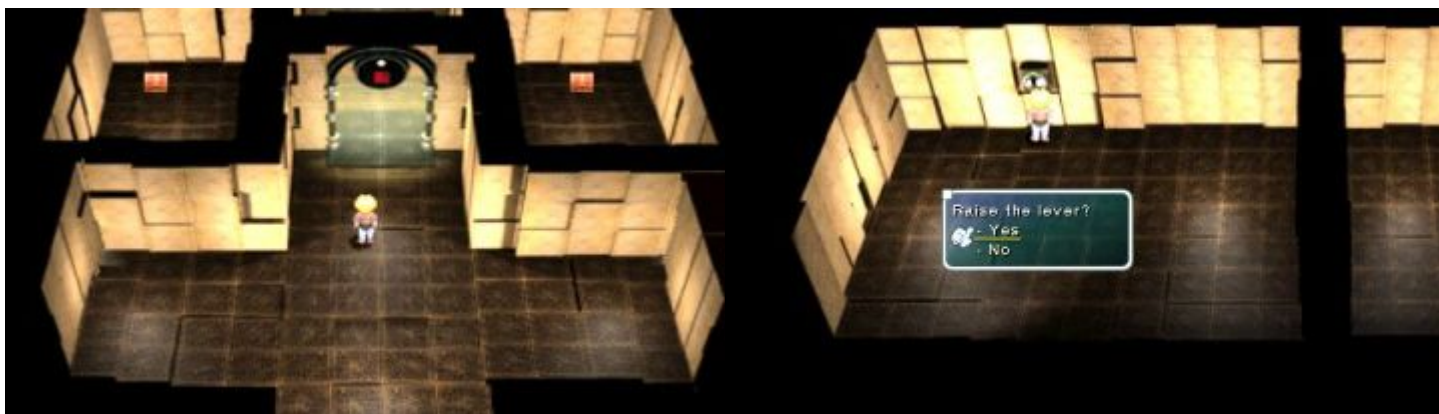
Reward: 107100XP, 90000F, Magic Gumdrop x2

These bosses are capable of freezing your entire party for a brief period of time. It is possible that they keep your party frozen continuously by using that same attack over and over again. Bring three fighters in this battle and manually assign them to attack each of the Dream Casters. Control your magician and force him/her to cast a light and fast spell, just to interrupt the enemies.

You'll obtain another **Magic Gumdrop** as a reward from defeating the bosses. Save your game if you wish, then go down to the next floor.

4F *Altar of the Dancer*

Go up a bit and you'll spot two chests in completely enclosed rooms. The trick to pass through their hidden entrances located to the south of each room. Grab Leon's **Extinction** spell and **Nectar** from the chests. If you don't have Leon in your party then you won't be able to open the chest. Extinction is a very powerful spell but does consume a lot of MP so make sure Leon has Emerald/Fairy Ring equipped.



Enter the room to the upper right and upper left to grab the **Mallet Charm** and **Onyx Earring** respectively. Go to the right and grab the **Organic Vegetables** and **Resurrection Mist** from the two chests. Enter the door north, pass through the wall and raise the lever in the other side. Exit the room and continue to the right. Go up again to reach a room with **Seraphic Garb**. Backtrack to the main room.

Enter the central room to speak to the Lady of the Dance. She'll you to play a special music for her. Choose somebody in your party with LV10 Music, as well as with Rhythm/Listening talents. If she was satisfied with your performance, you'll receive a rare musical instrument called **Mystical Shamisen**.



Head to the left side this time, then continue north. Prepare for a boss battle. Hug the wall until you go through the hidden path to find the boss and the stairs going down.



BOSS: Mirre 32
Reward: 119000XP, 50000F

This boss is quite fast so use spells to stop its movement. You should be able to keep up with this boss with two fighters with Bunny Shoes equipped. Have some recovery items ready since its attack can also inflict various status ailments. Its normal attack can deal severe damage so keep your party healthy always.

Unfortunately, you won't get anything for this battle. Save your game if you want then head to the next floor.

5F *Woman's Revenge*

Grab the **Refreshing Syrup** and **Ring of Lightspeed** from the chests near the entrance. Continue north along the path to meet a little girl. Her name is "Puffy" (She has her own mini-game back in Star Ocean First Departure) and second answer is "Beasts". You'll need to battle a powerful beast (Phantom Salamander) but you don't need to do anything; just escape.



From your position, go to the right and enter the door north to get a **Wonder Drug**. Exit, then grab the **Sirloin** from the chest in one of the rooms. Exit to the right then grab the **Seraphic Garb** located in the upper right. Continue down south, and exit to the lower right. Go to the right a bit then south to find Puffy in the large room, attacked by an hourglass monster. You'll have an option to save her or leave her be. Choose to help her. After defeating the enemies, Puffy will run off but she will drop the **Phantom Slayer**, capable of killing any enemy with "Phantom" in their names. Have somebody equip it then continue to the west twice.

Go down (the door behind you will close) then continue to the left. Go down again and follow the hallway to reach two chests behind a false wall. Grab the **Faerie Ring** and **Nectar**. Exit this room and continue north. Go west this time and you should find yourself back in the starting area. Get ready and take the middle path to the right. You should find the Phantom Salamander that almost massacred you earlier. Just have the character that has the Phantom Slayer equipped attack the beast and the battle should end in a few seconds only. You'll obtain the **Orb of Fire** after the battle.





Exit left, then take the upper right path. Go down, then right, then follow the corridor and exit to the lower right. Examine the red door to open it. Continue to the next floor.

6F Nest of Thieves

If you did the "Ruddle the Traveler" sidequest early in the main game then you should equip the Scumbag Slayer while you explore this floor. There is another one you can get on this floor but you should escape your battles especially against the gray metallic scum enemies. They are very dangerous and unless you have the Slayer, you don't have any other means of defeating them. However, they drop huge amounts of experience so it's really worth defeating them anyway.

Take the path to the upper left. Continue to the left to find a room with lots of statues. From time to time, a merchant appears here and he carries some of the rarest and most expensive items available. He doesn't appear always so make sure to grab everything you can afford. From that room, head north. Go left from the split and grab the [Dream Crown](#). Head to the right this time to get an [Antidote](#). Go back the statue room and examine the statues until you find the one with the button. Press it and continue to the lower left. Enter the door and continue north to face Thieving Scum LV99.



The hard thing about this battle is that you'll start ambushed and they have an hourglass enemy along with them that can conveniently stop time and leave you open. Just have your fighters concentrate on the hourglass first or control your spellcaster and cast some fast spells.

You'll obtain another [Scumbag Slayer](#) in this battle. To the upper left is a portal that will warp you out of this dungeon. If you haven't saved for a while then use this opportunity to save your game. Take the stairs to the upper right to reach the next dungeon.



7F Altar of the Goddess

You may want to keep your Scumbag Slayer equipped here since the 'boss' scum you have fought earlier are common enemies here. They drop tremendous amount of experience so defeating them in battles are really worthwhile. Continue north of the stairs until you find an altar. Go to the left, then enter the door north to find [Organic Vegetables](#). Go down then enter the room in the middle right to get [Mallet Charm](#). Continue south and grab another [Phantom Slayer](#) inside an enclosed room. Go back to the altar then go right this time.



Grab the [tri-Emblum](#) from the chest inside the room along the way. Continue to the right next, then go down from the split. Grab the [Refreshing Syrup](#). Go down to the next screen to find two chests. ([Marenne Oysters](#) and [Resurrection Mist](#)) Go back to the split then continue to the right. Enter the enclosed room from the south to get the [Flawed Orb](#). Now, have someone with LV10 Crafting skill work on the Flawed Orb to get an [Orb of Fire](#). I am not sure if there is a possibility that you'll fail for working this one but I still saved outside just in case. Now put that orb in the altar to open the door and to face the boss.



BOSS: Mithril Eater
Reward: 71995XP, 64000F

This boss is the upgraded version of the one you fought in Minae Cave. If you think your party's level is high enough, then going all-out with four fighters is a great idea. Otherwise, keep a healer on standby. Use support items at the start of the battle; anything that can increase your stats would be good. Its Pain Release move is really devastating. Even with max HP, expect solid 6000-7000 worth of damage. Not only that, it will also inflict poison as well.

You'll obtain Celine's [Mindhealer](#) staff; her most powerful weapon. There are chests in the upper left so make sure to grab them as well. ([Bunny Shoes](#), [Sunset Island](#), [Crazy Cow](#))

8F God of Food

Grab the Lavender from the chest behind the stairs. Go up north twice. Go all the way to the right to find two chests behind a false wall. Grab the [Seraphic Garb](#) and [Amoeba Soup](#) from them. Return to the previous room then go all the way down then go right to find a [Scumbag Slayer](#) by the dead-end. Return to the previous room then take the lower left path this time. Go through the door then to the left again. Grab the two chests from the enclosed rooms. ([Slimy](#)

Gelatin and **Ooze Cocktail**) There is also another chest to the north containing a second **Mindhealer**. Go south to find three more chests. (**Refreshing Syrup**, **Wonder Drug** and **Marenne Oysters**) Exit north afterwards.



Enter the northern door to obtain **Legendary Otoro** and **Mallet Charm**. Exit this room and continue to the right to find the God of Food. Talk to it and feed it different kinds of food until it mentions that it can't find anything delicious. New items will appear from the list so feed it with anything awful (like **Mandrake**, **Old Milk**, **Pet Food**, etc) Puffy will appear from behind the tablet and the door leading to the boss will now open.



BOSS: Elysian Slug
Reward: 90000XP, 42000F

BOSS: The ability of this boss is that it can swallow your characters whole, leaving them out of the battle. You can still make it spit out your swallowed characters by attacking it continuously with long-range, multi-hit special arts.

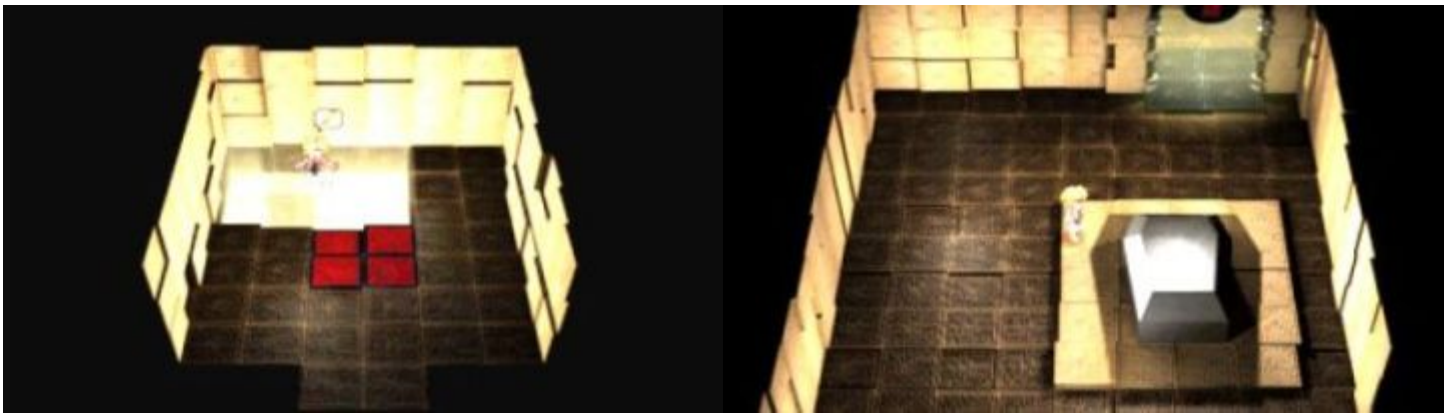
You'll obtain a **Gelatin Steak** after the battle.

9F - The Sealed Casket

By clearing this floor, you can use the shortcut on the first floor afterwards. To use the shortcut on the first floor, walk (press and hold circle) on the loose blocks above the tiles till the floor gives way. Also, there is no boss in this floor (for the meantime). To start off, go to the right past the path going down until you reach a chest (**Artemis Leaf**). Go through the false wall just north of the chest to reach **Valiant Boots**. (This is a perfect replacement for the Bunny Shoes since not only does it increase your character's movement, it does offer a considerable defense boost as well) Go left twice, and then north; grab the **Resurrection Mist** along the way.

Continue up, then right, down then right again. Continue to the right, past the door. Go up, right and down again to reach the **Wonder Drug**. That's all the items here in this dungeon so backtrack the door along the narrow hallway and enter it. Continue north past the coffin and take the stairs down to reach the next floor.

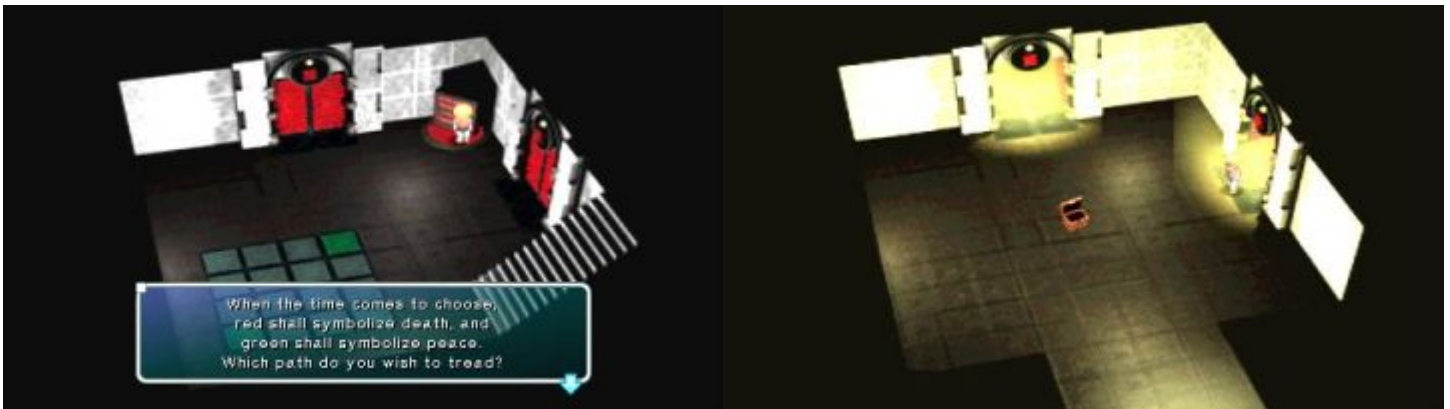




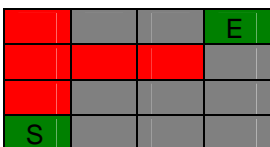
10F - Moment of Courage

Be careful when exploring this floor; the common enemies here always have the potential to wipe out your party in the most unexpected ways so make sure to return to the entrance first (by using a Jewel of the Frog item that can be bought from Santa the merchant), save then use the 9F shortcut before thoroughly exploring this floor. As a general piece of advice: DO NOT LET THEM SURROUND YOU.

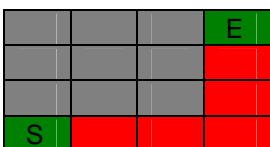
As you can see, there are tiles in the floor. These tiles represent the rooms available in this floor; the lower left-hand tile is the starting room while the upper right-hand tile represents the room with the stairs leading to the next floor. Stepping on the tiles will unlock the path between the rooms though you can only step on 5 tiles total. You can reset the tiles by going back to the previous floor and to collect all items in this floor, you must reset it at least once.



To start, follow these directions to collect all items and to clear this dungeon. The red tiles shown in the following diagrams are the ones you need to step on. Obviously, the "S" green tile is the starting tile while E is the exit. Also, avoid staying in the "yellow" rooms since it will continuously drain your party's HP; likewise, avoid staying inside "red" rooms since your HP/MP will be drained as well. Gray rooms are normal ones so you don't need to worry.



Using the first diagram, go north twice to get [Scumbag Slayer](#) (yellow room). Go north again to get the [Bunny Shoes](#) (red room). Go back down then go right twice to get [Valkyrie's Boots](#) (red room). Return to the entrance, then take the stairs to go back to the previous floor to reset the tiles. Next, follow the diagram to reach the exit.



The next path is pretty much straightforward so quickly grab the items along the way and keep your HP up by using items in your inventory. Go to the right and grab the Refreshing Syrup (yellow). Go to the right (red room), then take the path down to find three chests ([Rainbow Diamond](#), [Valkyrie's Boots](#), [Philosopher's Stone](#)). Go up then continue to the right. Grab another pair of [Valiant Boots](#) along the way (red room) then continue up.

Grab the [Organic Vegetables](#) to the right, enter the room to the upper right. Celine's [Mindhealer](#) can be found here, as well as her most powerful spell: [Meteor Swarm](#). If you don't have her in your party, then you won't be able to get it. Continue up to reach the final room. The chest here contains Ashton's ultimate killer move. If you don't have him in your party then you won't be able to open it. Make sure your party's healed because when you take the stairs down, it's boss battle time.



BOSS: Geo Guardian
Reward: 180000XP, 100000F

This is the same as the guardians you have fought in the Fields so you can use your old strategy. Corner it with your fighters and keep attacking so it can't transform. (and put your party to danger) Its attacks are pretty devastating so you'll need to keep everybody's HP up. As long as you have three fighters and you continuously attack it with multi-hit killer moves, you should be safe and this boss won't have the chance to attack.

After the battle, I strongly suggest returning the entrance and saving this you will be in another boss battle immediately after reaching the next floor.

11F - Dragon's Den

Continue along the hallway and exit north. In the next screen, the boss is waiting. Approach it to start the battle.



BOSS: Dragon Tyrant
Reward: 1.08 million XP, 1.2 million Fol

This battle is probably the start of your nightmares. Well you should have expected it since you're already 11 floors deep inside a dungeon crawling with crazy monsters. Start this battle by using an Experience Card. This boss' breath attack deals multiple damage, with a chance of petrifying your characters so equipping Amulet of Flexibility to your fighters is a necessity in this battle. If you have a long-range attacker like Opera or better yet, Ernest, then you should concentrate in providing fire support from a distance. Using multi-hit attacks will keep the boss from moving or attacking so as long as your attacks were able to stun him, then you shouldn't have any problems keeping him at bay.

After defeating the boss, your party will learn the **Backstab** skill. This skill will randomly teleport your character to the back of the enemy to catch them off guard.





Approach the door and you will be denied entry. What you need to do is to reach this floor with only two characters. To speed things up, use the 1F shortcut obviously. If Claude is your hero, choose your second strongest character; or if you want to play it safe, bring Rena along. In the other hand, if Rena is your heroine, then bring along your strongest melee fighter. Use the portal and return to the entrance. Save your game. Enter the Maze again and you'll be asked if you want to proceed with a partner. Choose your partner and make way to the 11F again. The door should be open by then.

12F - Warrior's Temple

Go up from the stairs and you'll find yourself in the middle of a 3-way intersection. Go to the right to find to grab a [Battle Suit](#) and [Bunny Shoes](#). Go to the left to find two chests; one with [Valkyrie's Bracelet](#) and another [Battle Suit](#). Prepare your team and go up to face a boss.



BOSS: Phoenix

Reward: 1.05 million, 500,000F, Holy Sword Farewell

If you have Claude, you'll need to rely on Rock Explosion to deal damage to this boss. Its primary attack is pretty damaging so you'll really need to keep your HP, almost at full. Long range attackers will own this boss, specifically Opera with her Tracking Plasma. Keep attacking this boss to prevent it from damaging your characters; as long as your attacks keep connecting and stunning it, then you should be able to corner it for the whole battle's duration.

As a reward, you will get the [Holy Sword Farewell](#), one of the strongest weapons in the game. Now your job here is done; you should return to the entrance and regroup with your team mates. Don't forget to save your game; now head to the room with the large casket back in 9F.



9F - The Sealed Casket



BOSS: Sorcerer, Dreamcaster x3
Reward: 354000XP, 390000F, Levantine

This battle isn't that really hard as is; however, since there are three Dreamcasters along with the main boss, this battle can quickly escalate into a struggle. Bring at least one spellcaster and manually control him/her. Use weak but fast spells to prevent the Dreamcasters from stopping time and leaving your characters open. If you have several Magical Gumdrops, you may use them as well to gain a few second's advantage. The objective of this battle is to get rid of the dreamcasters as quickly as possible. Their HP isn't that much so they can be taken care of in a few seconds time.

This boss may drop a Valiant Mail upon defeat. After defeating him and his minions, you'll receive the most powerful sword in the game: **Demon Sword Levantine**. Now you can either go back to the entrance and save or head directly to 12F to face the Phoenix once more.

12F - Warrior's Temple

You'll need to defeat the Phoenix once more in order to access the next floor. Defeating it should be a lot easier with a full party at your disposal. Examine the door to open it and go downstairs.

13F - Cave of the Archangel

Congratulations for making it this far. There are a handful of items you need to collect first but before facing the boss of this floor, I suggest saving your game first. Start by going up, right then down twice. Grab another **Valiant Mail** from the chest. Continue to the left then raise the lever to the north. Return to the main path, then go to the left this time. Grab the **Valiant Mail** along the way then raise the lever to the north as well. Make sure your recovery and revival items are at full stock before facing this boss. Enter the main door in the center to face the boss.



BOSS: Gabriella Celesta
Reward: 660000, 80000, Holy Sword Farewell

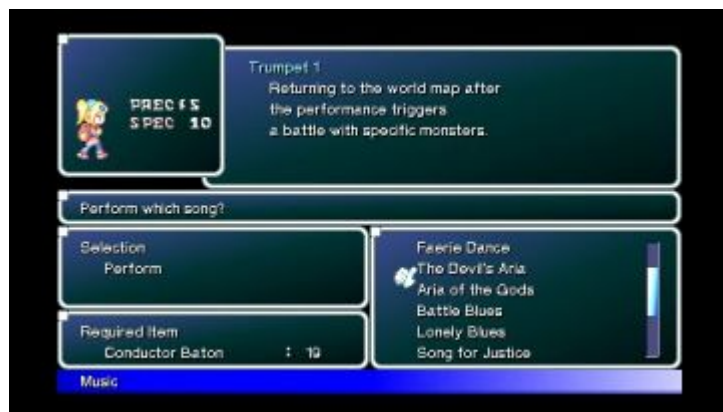
This boss is ridiculously fast and her attacks are devastatingly powerful. You must equip Claude with the Levantine sword here, as well as anything that will further increase his damage potential. Don't hesitate to use all the rare and uncommon support items you have in this battle. Keep everybody alive and healthy all the time since this boss is pretty much all over the place. Turn off Faerie Healing on Rena but leave Faerie Light alone. The reason for this is that this boss is capable of dishing damage faster than you can heal single-handedly. Next, have your make sure your turn off healing arts for your fighters; otherwise they'll waste precious seconds, not to mention that their healing arts are not that effective in the first place. Turn off your melee fighters' arts since they'll literally need to chase Gabriella around in order to land a hit. They should be able to keep up with her with Valiant/Valkyrie Boots equipped. Another annoying and dangerous thing about this boss is that she can block your attacks with great efficiency while releasing small projectiles, inflicting considerable damage. You'll need to switch in between characters and use items in between attacks in order to survive this battle; brute force won't win you. Just like before, three fighters are necessary here, each of them capable of dealing multi-hit, mid-long range attacks. Once you sandwiched her between your fighters, control your healer and keep everybody's HP up. Use items in between and use Buffs like Angel Feather whenever you have the chance.

You will obtain the **Silver Trumpet** as your reward for this battle. Examine the chest behind her to obtain the most powerful accessory in the game: **Archangel's Bracelet**. This magnificent piece of accessory absorbs fire damage and halves all other elemental damage. It will also imbue your weapon with the power to spray little projectiles, similar to the Aeterna; not to mention some neat stat bonuses as well.

Congratulations for completing the dungeon!

DEFEATING ISERIA QUEEN

Now, there is one thing remaining for you to do; defeating Gabriella's alter-ego. She's not located in any dungeon but she needs to be summoned instead. First, have somebody with LV10 Music skill compose "**The Devil's Aria**" from the Silver Trumpet. To increase your chances of summoning her, the character that plays the music should have *Listening* and *Rhythm Sense* skills. If not, you can just need to "unlock" that talents by playing the Orchestra music first, then play any song from the Music Skill. As a sidenote, the second song (Aria of the Gods) that can be composed from the Silver Trumpet will increase your success rates to almost 99% when played while performing item creation/ specialty skills.



Now save your game and play the music in a location where encounters are possible. The person playing the music should have Rhythm Sense in order to successfully summon Iseria Queen. Play the music, return to the world map and a battle will trigger.

First, you should know that Iseria Queen has 33 million HP. Next, is that she is a lot deadlier than Gabriella Celesta in a lot of ways so it is recommended to have your team at level 200+ at least. You can simply train in 7F by fighting Thieving Scums LV99 with the Scumbag Slayers equipped or stay in the 12th floor and use experience cards when facing the Geo Guardians. Her attacks not only deal severe damage but petrify your characters as well; you need to equip your melee fighters with Amulets of Flexibility. However, even with those accessories equipped, it won't provide complete protection against her petrifying attacks.

This battle will literally take a while. Even with high leveled characters, expect this battle to take at least 40 minutes to 1 hour. With that in mind, check your supplies and make sure you have maximum stock of all healing/recovery/support items you can get. Items that will really help you in this battle and you should consider bringing are the following:



1. Faerie Card - item counterpart of Fairy Light [ART]
2. Revival Card - Automatically and fully revives a fallen character. Must be used while the character is alive (once only) [ART]
3. Victory Card - Raises everybody's GUTS [ART]
4. Immunity Pill - prevents status ailments (temporary) [COMPOUNDING]
5. Stone Cure - Removes petrification [SHOP]
6. Medicine Bottle - Removes all status ailments [SHOP]
7. Resurrection Mist - fully revives a character [COMPOUNDING]
8. Potion of Merlin - Fully restores character's MP [COMPOUNDING]
9. Refreshing Syrup - Fully restores character's HP [COMPOUNDING]
10. Potion of the Winds - Raises attack [COMPOUNDING]

Those are just suggestions; however, they will really help you a lot in keeping everybody alive and healthy. Of course, the more recovery and support items you have, the better. I will be outlining the party I've used to defeat her. Of course if you can set your party up better than what I've had, the better.

	Claude	Opera	Ernest	Rena
Level	200	197	158	180
Special (L1):	None	Tracking Plasma	Bed of Roses	None
Special (L2):	None	None	None	None
WPN:	Demon Sword Levantine	Pulse Clip	Cat o' Nine Tails	Emprezia
AMR:	Valiant Mail	Seraphic Guard	Seraphic Guard	Seraphic Guard
SHD:	Valiant Shield	Hand of Kali	Valiant Mail	Hand of Kali
HLM:	Dueling Helmet	Mithril Helmet	Dueling Helmet	Tiara of Isis
GRV:	Valiant Boots	Valkyrie's Boots	Valiant Boots	Witch's Boots
AC1:	Star Guard	Ring of Might	Star Guard	Faerie Ring
AC2:	Archangel's Bracelet	Tri-Emblem	Tri-Emblem	Tri-Emblem

BOSS: Iseria Queen

1.2 Million XP, 500000F, Archangel's Bracelet

As you first noticed, I removed Claude's special arts. This is because the boss tends to move quickly all around the field so you'll need to catch up with her and attempt to land a normal attack. If ever the boss dodges the attack while Claude is using one, he'll be open for a second or two - enough for Iseria Queen to escape or exploit that advantage. The Archangel Bracelet will further increase your damage capability as well as providing you considerable protection as well. Like Claude's Aeterna, the Archangel Bracelet will allow your weapon to shoot projectiles during normal attack. You'll need somebody to attack from a distance, in order to distract Iseria Queen or avoid getting killed in the process. I have chosen the Seraphic Guard instead of the higher def armors like Battle Suit and Valiant Mail. This is because this armor increases it's wearer's defense as his/her HP goes down.

AVOID PLACING YOUR CHARACTERS IN A TIGHT, STRAIGHT LINE. Never forget that. If your characters start crowding in front of the boss, control at one of them and attack the boss from the flank if possible. Iseria Queen has this "Air Slash" -like move that deals heavy damage per hit (and petrifies too) so you'll want to avoid that. Its not cool having all your fighters petrified with critical HP left in one attack.



For this battle, control your healer. This will immensely help you since you can manage what items to use or what spells to cast. Use healing/support items alternately and make sure to cast spells as soon as they're available. This will slow down the battle since you'll need to pause the game every now and then but believe me; it's better than getting your party wiped out within seconds. Iseria Queen has some few spells, but she will only cast them when left alone, especially if all harassing fighters are dead or petrified. Her spells deal massive amounts of damage unless you have equipment that resists all elemental attacks. She still has this spinning attack while trashing around the battlefield. She also has the capability to release damaging projectiles when blocking attacks, similar to the Star Guard. Even these smaller projectiles can petrify your characters as well. Try to trap her between your fighters so you can deal even further damage.

She doesn't have that many attacks but all of them are quite damaging so you'll really need to keep your toes in battle just to survive. I suggest using Spectacles once in a while to keep track how close you are in killing Iseria Queen. Revival Cards (created from Art specialty) play a great role here since it will automatically revive the character it was used on with full HP - very handy. Just continue using support/healing items whenever you have the chance. Continue repeating the process described and you should win this battle.

CREDITS

- Thanks to SNG of IGN for assigning this game to me.
- Eelco of Chaptercheats
- Square Enix for remaking such a great game.
- To Remco for pointing out some minor errors in the walkthrough
- And to YOU for reading this guide up to this point.

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